JX-08

Owner’s Manual

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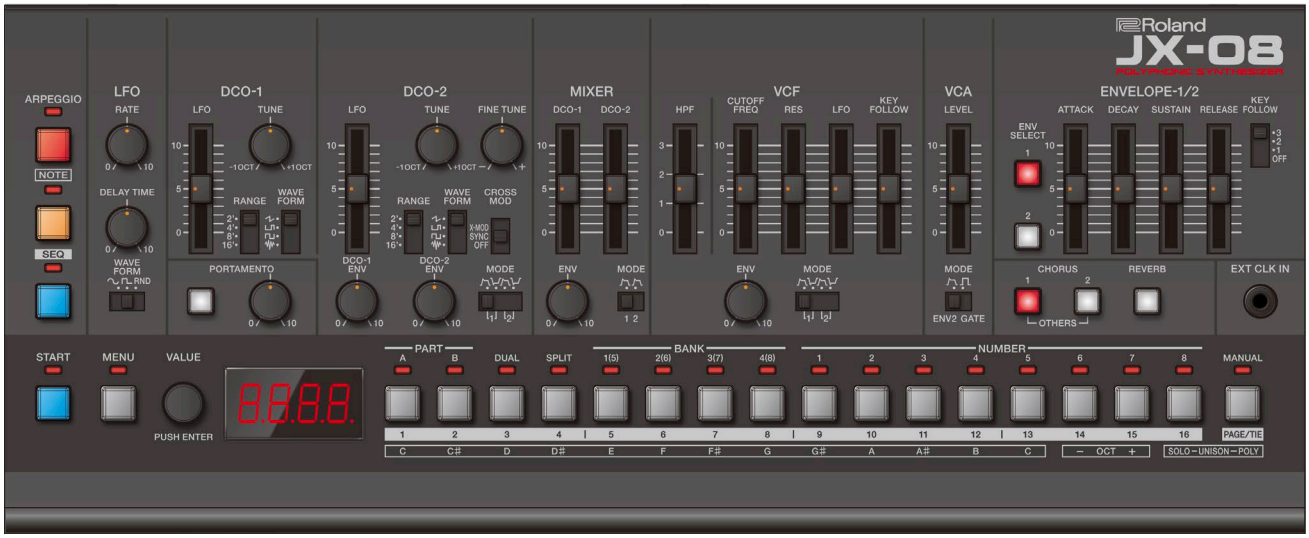
Panel Descriptions



Control Section 1 (Modes)

Controller	Explanation
[ARPEGGIO] button	Turns the arpeggio on/off. The arpeggio plays in note mode or when you play a note on the keyboard of the K-25m. Long-press the button to show the arpeggio settings menu.
[NOTE] button	If this is on, note mode is enabled. In note mode, you can use the [1]–[13] buttons as a keyboard.
[SEQ] button	If this is on, the unit enters sequencer mode. You can edit the sequencer when in sequencer mode. Long-press the button to display the sequencer settings menu.

When all of the buttons are unlit, the unit is in normal mode. You can select and edit the tones when in normal mode.

Control Section 2

Controller	Explanation
[START] button	Plays back (the button lights up) or stops the sequencer (the button goes dark). Press this button together with the [1]–[16] buttons to switch to different patterns.
[MENU] button	Displays the menu screen.
[VALUE] knob	Turn: Edits the parameter's value. Press: Confirms an operation or value.
Display	Shows the bank and patch number, parameter value and tempo.
[1]–[16] buttons, [PAGE/TIE] button	Use these buttons to switch between tones (number/bank), and to input notes into the sequencer.

LFO section

Adds cyclical change (a swelling effect) to the sound.

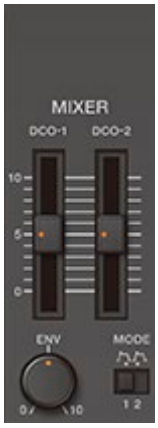
Controller (Parameter)	Value	Explanation
[RATE] knob	0–10	Sets the speed of the LFO cycle.
[DELAY TIME] knob	0–10	Sets the time it takes before the LFO effect begins after you press a key. The larger the value, the longer it takes for the LFO effect to start after you play the keyboard.
[WAVEFORM] switch	∿ (sine wave), ⊓ (square wave), RND (random)	Selects the LFO waveform.

DCO-1/DCO-2 Section

This section is used to select the waveforms that determine the character of the sound, and to set the pitch.

Controller (Parameter)	Value	Explanation
[LFO] slider	0–10	Sets how much LFO modulation is applied to DCO-1 and DCO-2.
[TUNE] knob	-1OCT–+1OCT	Shifts the pitch in units of a semitone.
[FINE TUNE] knob	–+	Finely adjusts the pitch.
[RANGE] switch	2' ,4' ,8' ,16'	Sets the octave for DCO-1 and DCO-2.
[WAVEFORM] knob	This knob sets the waveform.	
	Sawtooth wave	
	Pulse wave	
	Square wave	
	Noise	
[CROSS MOD] switch	This selects the mode in which the modulation operates.	
	X-MOD	The DCO-1 and DCO-2 interact to generate the pitch, harmonic components and output waveform.
	SYNC	Synchronizes the oscillators. This creates a complex waveform by forcibly restarting DCO-2 so that it syncs with the cycle of DCO-1.
	OFF	DCO-1 and DCO-2 each generate their own pitches and waveforms.
[DCO-1 ENV] knob [DCO-2 ENV] knob	0–10	Adjusts how much the envelope selected with the MODE switch is used to modulate DCO-1 and DCO-2.
[MODE] switch	1 (NORMAL), 1 (INVERSE), 2 (NORMAL), 2 (INVERSE)	Selects the envelope and polarity that controls the DCO.

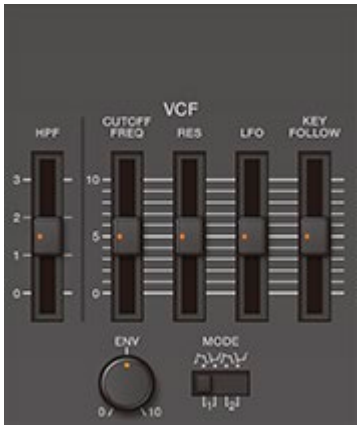
MIXER section



Controller (Parameter)	Value	Explanation
[DCO-1] slider [DCO-2] slider	0–10	Adjusts the volume of DCO-1 and DCO-2.
[ENV] knob	0–10	Sets how much the DCO-2 volume is changed by the envelope selected with the [MODE] switch.
[MODE] switch	1 ,2	Sets the envelope used for DCO-2.

VCF Section

This section controls the filter to alter the sound of the tone.



Controller (Parameter)	Value	Explanation
[HPF] slider	0–3	Specifies the cutoff frequency of the high-pass filter.
[CUTOFF FREQ] slider	0–10	Sets the cutoff frequency of the low-pass filter. This gives the sound a more mellow feel, by removing frequency components that are higher than the cutoff frequency.
[RES] slider	0–10	Increasing the value emphasizes the frequencies around the cutoff frequency for a more unusual sound. Excessively high settings can produce oscillation, causing the sound to distort.
[LFO] slider	0–10	Sets how much LFO modulation is applied to the cutoff frequency.
[KEY FOLLOW] slider	0–10	Changes the cutoff frequency according to the keys you play. With a larger value, playing notes above C4 (middle C) on the keyboard increases the cutoff frequency the higher you go.
[ENV] knob	0–10	Sets how much effect that the envelope you selected using the [MODE] switch has on the cutoff frequency.
[MODE] switch	1 ⎍ (NORMAL), 1 ⎎ (INVERSE), 2 ⎍ (NORMAL), 2 ⎎ (INVERSE)	Selects the envelope and polarity that controls the VCF.

VCA section

This section controls the volume.

Controller (Parameter)	Value	Explanation
[LEVEL] slider	0–100	Adjusts the volume.
[MODE] switch	This selects the mode used to adjust the volume.	
	ENV 2	Adjusts the volume using the envelope set in ENVELOPE 2.
	GATE	Sound is played at a set volume only while a key is played.

ENVELOPE-1/2 section

This section controls how the pitch and filter changes.

Controller (Parameter)	Value	Explanation
ENV SELECT [1], [2] buttons	1, 2	Selects the envelope to edit.
[ATTACK] slider	0–10	Sets the attack time.
[DECAY] slider	0–10	Sets the decay time.
[RELEASE] slider	0–10	Sets the release time.
[KEY FOLLOW] switch	0–3	Changes the envelope time (ATTACK, DECAY, RELEASE) according to the key you play. Playing notes higher than C4 (middle C) shortens the envelope time as you go up, and playing notes in the lower range lengthens the envelope time as you go down. Larger values produce greater change.

PORTAMENTO Section

Portamento is an glide effect that smoothly connects the pitches of the first and second notes that you play on the keyboard.

The portamento effect is applied when the [PORTAMENTO] button is on.

Controller (Parameter)	Value (Status)	Explanation
[PORTAMENTO] button	Lit	Plays the notes by smoothly changing the pitch (portamento).
	Unlit	Plays the pitches of each note separately (this is the normal setting).
[PORTAMENTO] knob	0–10	Sets the time over which the portamento effect changes the pitch.

Effects section

This section is used for applying effects to the sound.

Controller (Parameter)	Explanation
CHORUS [1], [2] buttons	Turns the chorus effects I, II on and off. Long-press the buttons to configure the effects. When you press both CHORUS [1] and [2] buttons at the same time, you can get other effects besides chorus. For details, refer to "12.1. CHORUS&MFX parameters(P.46)".
[REVERB] button	Turns reverb on/off. Long-press the button to configure the effect. For details, refer to "12.1. CHORUS&MFX parameters(P.46)".

EXT CLK IN jack

Use this jack to input clock signals from an external source. You can make the steps of the sequencer advance in sync with the clock (pulse) that's inputted.

Rear Panel

Controller	Explanation
[POWER] switch	Turns the power on/off.
USB Type-C® port	Use a commercially available USB Type-C® cable to connect this port to your computer. This is used to transfer USB MIDI and USB audio. You must install the USB driver if you want to connect this unit to your computer. Download the software from the Roland website. http://www.roland.com/global/support/
[VOLUME] knob	Adjusts the volume.
PHONES jack	Used for connecting headphones (sold separately).
OUTPUT jack	Connect this jack to your amp or monitor speakers.
MIX IN jack	Used for inputting audio. The sound from connected devices is output from the PHONES and OUTPUT jacks.
MIDI connectors	Connect a MIDI device to these connectors using a commercially available MIDI cable. This lets you control the connected MIDI devices from this unit.

Turning the Power On

Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

1. To turn on the power, slide the [POWER] switch to “ON.”

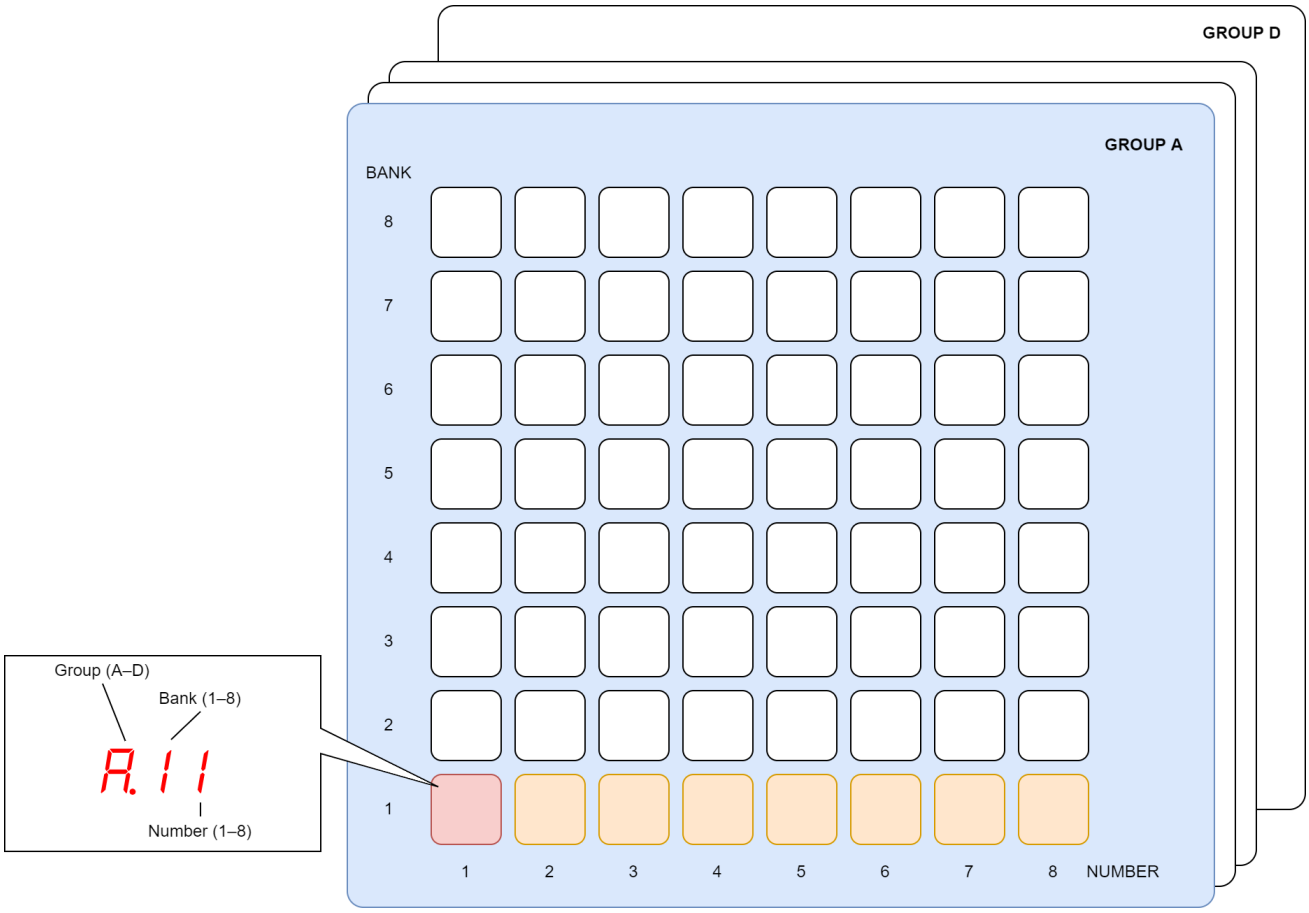
When you operate the sound module such as for adjusting the angle or mounting the unit, be careful not to get your fingers pinched between the movable parts and this unit. In places where small children are present, make sure that an adult provides supervision and guidance.

Do not use a USB cable that is designed only for charging a device. Charge-only cables cannot transmit data.

Selecting a Tone (Patch)

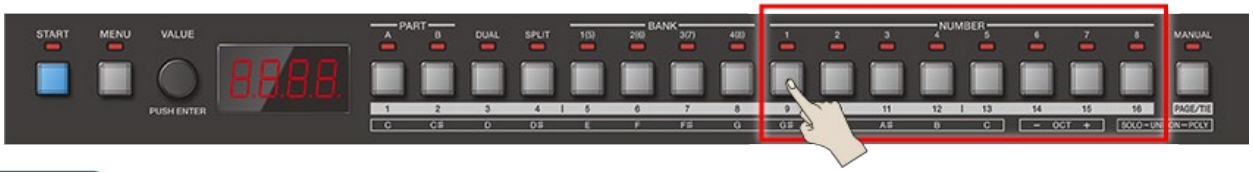
The settings for each tone are stored in a block of memory called a “patch.” By selecting (switching between) patches, you can use a variety of sounds.

The patches are further organized by group (A–D), bank (1–8) and number (1–8), letting you save a total of 4 x 8 x 8 = 256 patches.



1. Press the NUMBER [1]–[8] buttons.

   This selects the patch.



MEMO

- You can use the [VALUE] knob to select from all of the patches in order.
- You can select separate patches for parts A and B. For details on the part settings, refer to “3.2. Switching Between Parts(P.18).”

Selecting Groups and Banks

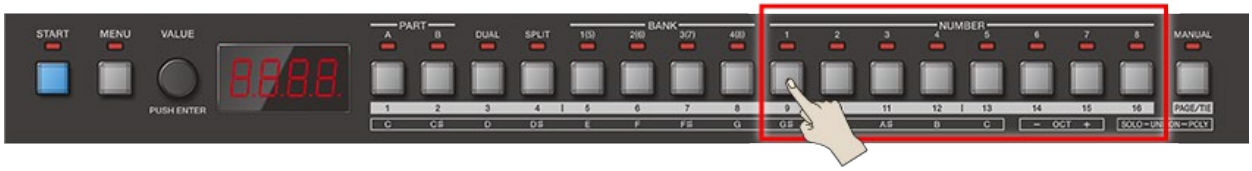
Here’s how to switch the group and bank for the patches.

1. Press the BANK [1 (5)]–[4 (8)] buttons.

   This selects the bank. The bank (1↔5, 2↔6, 3↔7, 4↔8) and group (A–D) switches each time you press the same bank button.

2. Press the NUMBER [1]–[8] buttons.

The selected group and bank's patch is selected (the unit switches to that patch).

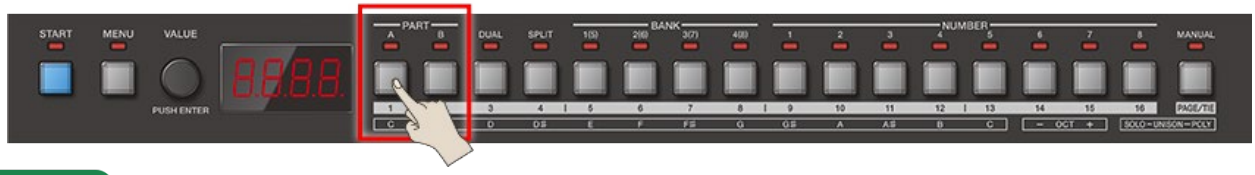


Switching Between Parts

The JX-08 features two sound generator parts, you can switch between the parts when you play. Also, you can select a patch for each part.

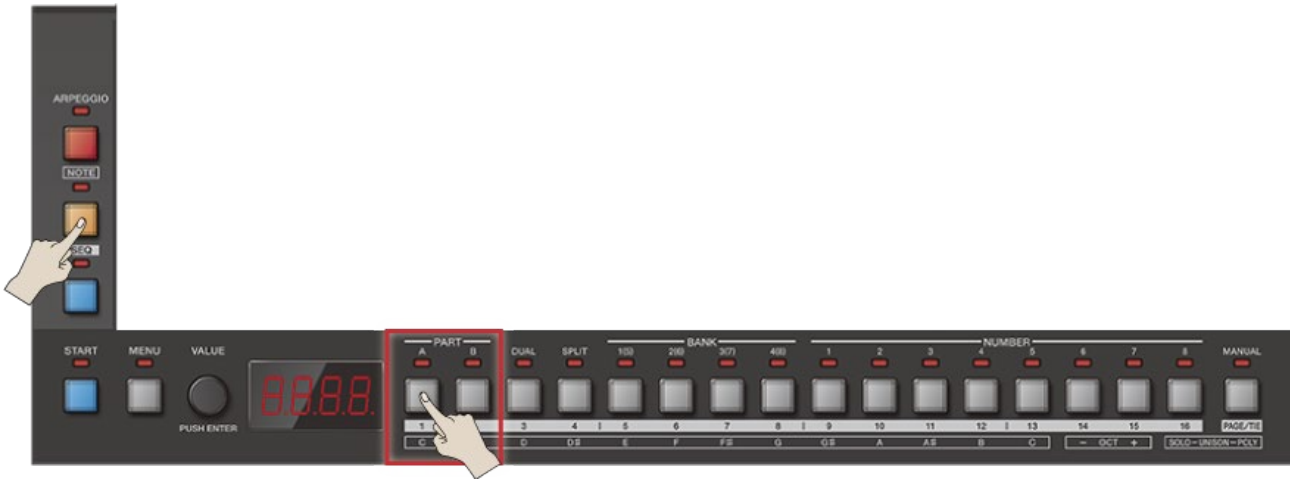
1. Press the PART [A] or [B] button.

   This switches between parts.



MEMO

- If you switch patches here, you can change the tone of this part.
- By holding down the [NOTE] button and pressing the PART [A] or [B] button, the unit switches to that part, regardless of the current mode.



Playing PART A and PART B at the Same Time (DUAL Mode)

In DUAL mode, both PART A and PART B sound at the same time when you play the keyboard.

1. Press the [DUAL] button to make the indicator light.

   DUAL mode turns on.

Using the Keyboard Split to Play Different Parts (SPLIT Mode)

In SPLIT mode, the keyboard is divided into two zones, and either PART A or PART B plays depending on which zone you play in.

All notes you play in the lower zone of the keyboard at or below the position on the keyboard that divides the zones (called the "split point") play PART A, and all notes played in the higher zone play PART B.

1. Press the [SPLIT] button to make the indicator light.

   SPLIT mode turns on.

Changing the position that divides the zones (split point)

You can change the split point on this unit.

1. Press the [MENU] button.

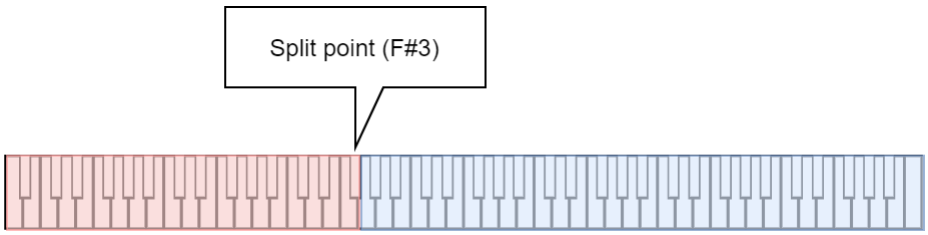
   The MENU screen appears.

2. Use the [VALUE] knob to select "KEY," and press the [VALUE] knob.

   The KEY setting screen appears (11.2. Keyboard Settings(P.40)).

3. Use the [VALUE] knob to select "SPLt," and press the [VALUE] knob.

4. Use the [VALUE] knob to select the split point (key).



MEMO

When a K-25m is connected, you can hold down the [SPLIT] button and press a key to set the split point.

5. To exit the settings, press the [MENU] button.

Saving a Tone

Any settings you have edited for a tone are lost if you select a different patch or turn off the power after editing. For this reason, be sure to save your important settings.

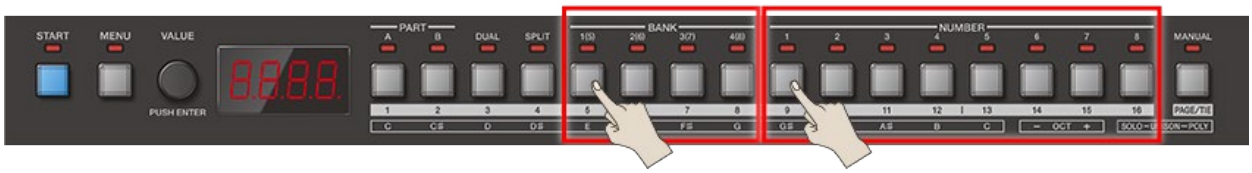
MEMO

A dot is shown in the display once you edit a tone.

Dot

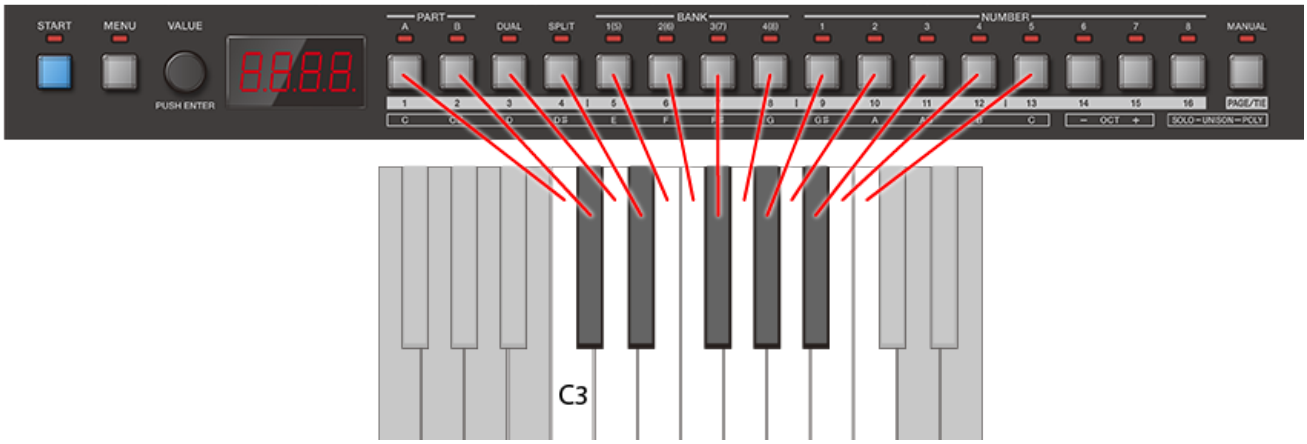
1. Press the BANK [1 (5)]–[4 (8)] buttons to select the group and bank where you want to save the data.
2. Long-press one of the NUMBER [1]–[8] buttons to select the patch number you wish to save to.

The display blinks several times. The tone is saved in the patch number you selected.



Using the [1]–[13] Buttons as a Keyboard (NOTE)

You can play the [1]–[13] buttons like a keyboard.



1. Press the [NOTE] button.

   The [1]–[13] buttons light up. At this time, you can use the [1]–[13] buttons as if they were keys on a keyboard.

MEMO

- Use the [14] or [15] button (the OCT [-] and [+] buttons) to switch the tonal range of the keyboard in octaves.
- Press the [16] button to switch to solo mode ([SOLO] button), and the [PAGE/TIE] button to switch to poly mode ([POLY] button). Also, you can switch to unison mode by pressing the [PAGE/TIE] button while holding down the [16] button ([SOLO] + [POLY] buttons).
- When you hold down the [NOTE] button and press the [16] button or the [PAGE/TIE] button, you can switch to solo mode, poly mode or unison mode, regardless of what mode the [1]–[16] buttons are in.

Switching Between Sound Modes

Here's how to set the way the sound generator of the JX-08 plays.

1. Press the [NOTE] button to make the indicator light.

2. Press the [16] button or [PAGE/TIE] button.

This selects the sound mode.

Button	Mode	Explanation
[16] button	Solo mode	Plays single tones. The SOLO indicator lights up.
[PAGE/TIE] button	Poly mode	Plays multiple tones (polyphonic). The POLY indicator lights up.
Press the [PAGE/TIE] button while holding down the [16] button	Unison mode	Plays in unison. The SOLO and POLY indicators light up.
When in unison mode, press the [PAGE/TIE] button while holding down the [16] button again	Unison solo mode	Plays single tones in unison. The SOLO and POLY indicators blink.

MEMO

When you hold down the [NOTE] button and press the [16] button or the [PAGE/TIE] button, you can switch to solo mode, poly mode, unison mode or unison solo mode, regardless of what mode the [1]–[16] buttons are in.

Using the Arpeggio

The arpeggio function is used to make the notes of the chords you play sound separately (with "chords" meaning any stack of two or more different pitches).

Turn the arpeggio on to arpeggiate what you play, using various patterns.

1. Press the [ARPEGGIO] button to make the indicator light.

2. Press more than one key at the same time (in other words, play a chord).

MEMO

You can also use the step buttons on this unit as a keyboard.
For details, refer to "5. Using the [1]–[13] Buttons as a Keyboard (NOTE)(P.22)."

Configuring the Arpeggio

Here's how to configure the arpeggio.

1. Long-press the [ARPEGGIO] button.

   The ARPEGGIO settings menu appears.

2. Use the [VALUE] knob to select the item, and press the [VALUE] knob.

   The parameter setting screen appears.

3. Turn the [VALUE] knob to set the value.

4. To exit the settings, press the [MENU] button.

Arpeggio parameters

Step buttons	Indication	Value	Explanation
[1]	rAtE	4, 8, 8t, 16, 16t, 32 "12.1.18. About note values(P.57)"	Sets the length of one note for each step that the arpeggio plays.
[2]	ModE	Sets the order of notes that are played.	
		UP	The notes are played from the lowest key you played to the highest.
		doWn	The notes are played from the highest key you played to the lowest.
		UP.dn	The notes are played from the lowest key you played to the highest, and then back down to the lowest.
		rnd	The notes are played in random order.
		nodr	The notes are played in the order in which you play them.
[3]	ShFt	-100–100 (%)	Sets the timing of the upbeat.

Step buttons	Indication	Value	Explanation
			You can create a shuffle rhythm by varying the upbeat timing. Larger values give more of a bouncing, dotted-note rhythmic feel. When this is set to "0," the downbeat and upbeat are played at equal intervals.
[4]	rESo	This sets the note value (upbeat note) that the shuffle is based on.	
	rESo	16th	Sixteenth note
	rESo	8th	Eighth note
[5]	Oct	-3–3	Sets the range in octaves over which the arpeggio plays. Setting this to a "+" value makes the arpeggio play up an octave from the key(s) you press, and setting this to a "-" value makes the arpeggio play down an octave from the key(s) you press.
[6]	trnS	-36–36	Shifts (transposes) the arpeggio notes in semitone steps.
[7]	dur	0– 100 (%)	Sets the length of each note played by the arpeggiator. Larger values lengthen the note value (tenuto), whereas smaller values shorten the note value (staccato).
[8]	UELO	rEAL, 1– 127	Sets the velocity of notes played by the arpeggiator. To make the arpeggio play at the strength (velocity) with which you play the keys, set this to "rEAL." To make the arpeggio play at the same strength (velocity), set a value from 1 to 127.
[9]	HoLd	OFF,On	When this is set to "On," the arpeggio keeps playing even after you take your hands of the keyboard. **MEMO** You can also switch this on/off by pressing the [ARPEGGIO] button while holding down the [NOTE] button.

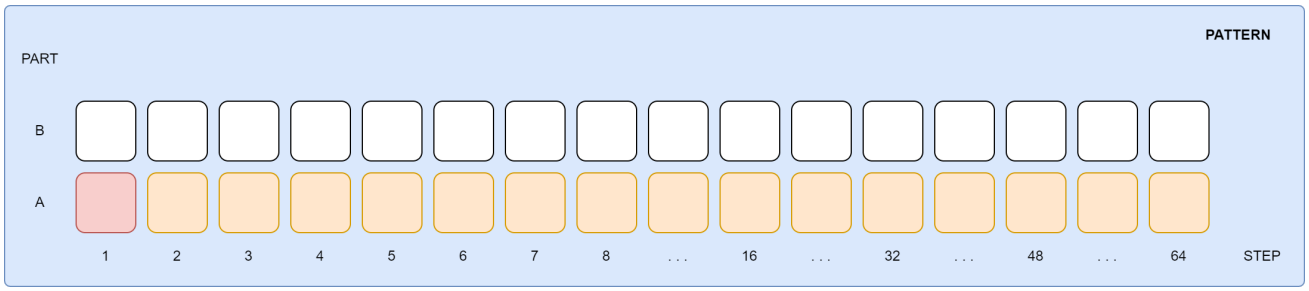
MEMO

- You can also press a step button to select the parameter items.
- To play chords using an external MIDI keyboard connected to this unit, set the MIDI receive and transmit channels beforehand.

Using the Sequencer

The sequencer is a function that lets you repeatedly play back the notes you've recorded in a pattern. You can record and play back up to 64 steps (64 notes) per pattern.

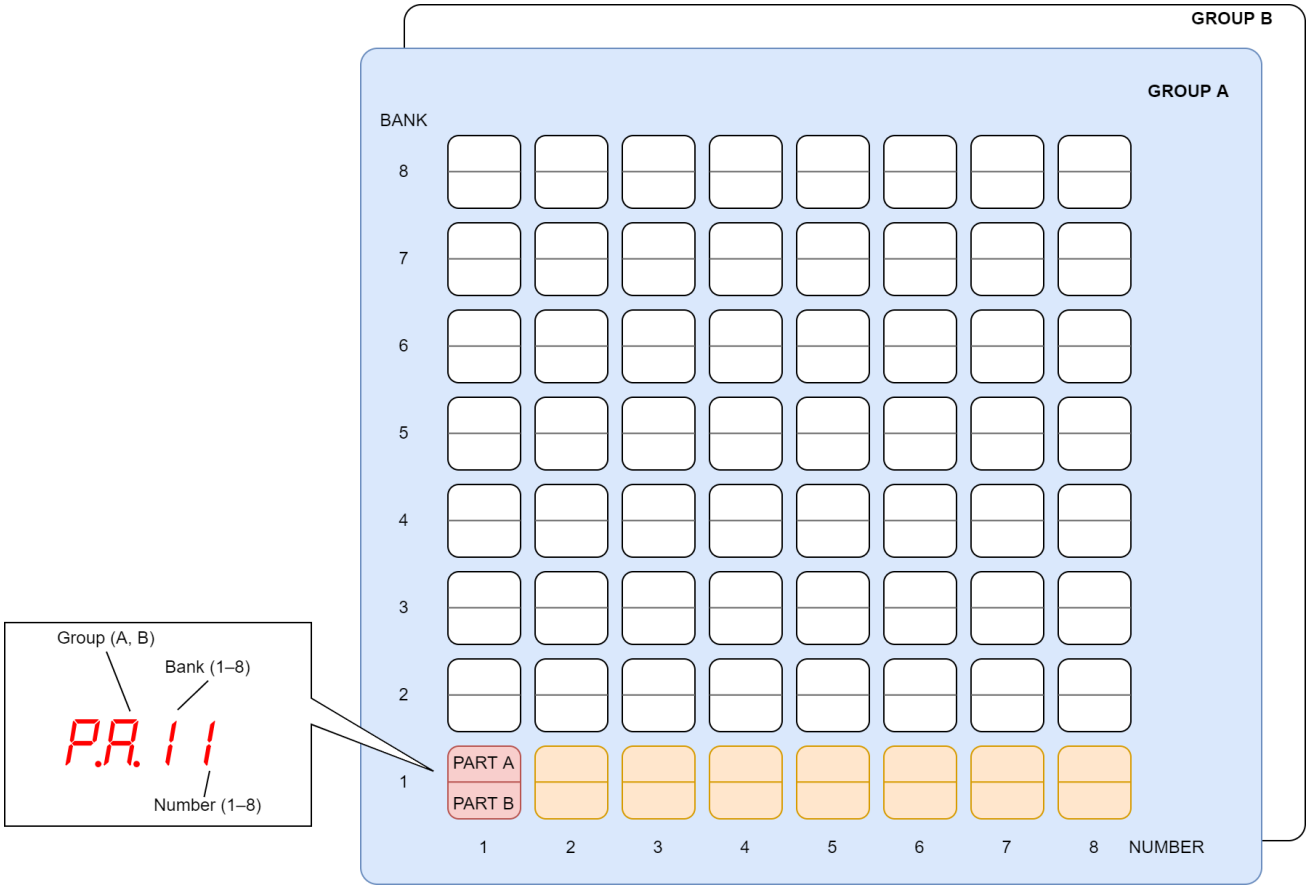
A pattern can contain patch numbers for parts A and B, as well as the recorded sequence data. For this reason, you can record and play back two tracks of your performance per pattern.



Selecting a Pattern

Your sequencer performance is saved in a memory called a "pattern." You can recall all kinds of performance patterns by selecting (switching between) the patterns.

The patterns are organized by group (A, B), bank (1–8) and number (1–8), letting you save a total of 2 x 8 x 8 = 128 patterns.



1. Hold down the [START] button and press the BANK [1 (5)]–[4 (8)] buttons.

   This selects the bank.

MEMO

You can select the group (A/B) by holding down the [START] button and repeatedly pressing the BANK [1 (5)]–[4 (8)] buttons.

2. Hold down the [START] button and press the NUMBER [1]–[8] buttons.

   This selects the pattern.

MEMO

- You can also turn the [VALUE] knob while holding down the [SHIFT] button to select the bank and pattern.
- When you press the [MENU] button while holding down the [START] button, the [START] button remains in a pressed-down state. In this case, you can still select banks and patterns even if you take your finger off the [START] button. To restore the button to normal, press the [MENU] button.

Playing Patterns

Here's how to play back a pattern you've selected.

1. Select the pattern to play back (8.1. Selecting a Pattern(P.26)).
2. Press the [START] button to make the indicator light.

   This plays back the pattern.

MEMO

By holding down the [START] button and pressing the PART [A] or [B] button, you can mute the playback of the respective part. The indicators blink for parts that are muted.

Tempo Settings

Sets the pattern's tempo.

1. Press the [SEQ] button to make the indicator light.

   The unit enters sequencer mode. The current tempo is shown on the display.

2. Turn the [VALUE] knob to set the tempo.

MEMO

You can switch between the tempo and patch displays with each press of the [VALUE] knob.

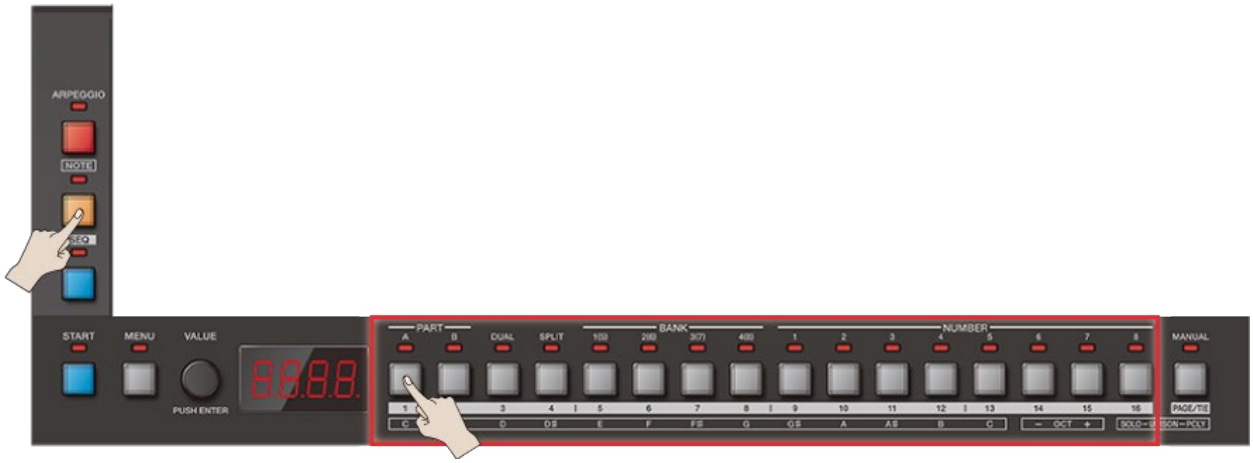
Creating a Pattern (Note Input)

Input some notes (from the scale on the keys) into the sequencer to create a pattern.

1. Select the pattern to record (8.1. Selecting a Pattern(P.26)).
2. Press the [SEQ] button to make the indicator light.

   The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.

3. To select the step to record, hold down the desired [1]–[16] button and press the [NOTE] button.



4. Press the [1]–[13] buttons to input the notes.

Inputting notes using the K-25m (sold separately)

You can use the K-25m (sold separately) to directly input notes (from the scale on the keys) into the steps to record.

1. Select the pattern to record (8.1. Selecting a Pattern(P.26)).
2. Press the [SEQ] button to make the indicator light.

   The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.

3. Input the notes using the keyboard while holding down the [1]–[16] buttons corresponding to the steps to record.

MEMO

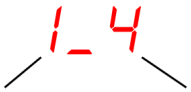
For installation/removal/angle adjustment, refer to the K-25m's Owner's Manual.

Inputting Notes for Steps After Step 17 (PAGE)

You can switch between step numbers assigned to the [1]–[16] buttons (in other words, switch to a different "page" of steps). When you want to input a note whose length stretches into step 17 and afterwards in the pattern, switch the page and then input the note.

1. Select the pattern to record (8.1. Selecting a Pattern(P.26)).
2. Press the [SEQ] button to make the indicator light.
3. Press the [PAGE/TIE] button to make the indicator light.

The step numbers for the [1]–[16] buttons change to the step numbers for the next page (the range of steps starting 16 steps later). The page switches each time you press the [PAGE/TIE] button.



Current page number

Upper limit for page numbers

Page 1: Steps 1–16
Page 2: Steps 17–32
Page 3: Steps 33–48
Page 4: Steps 49–64

MEMO

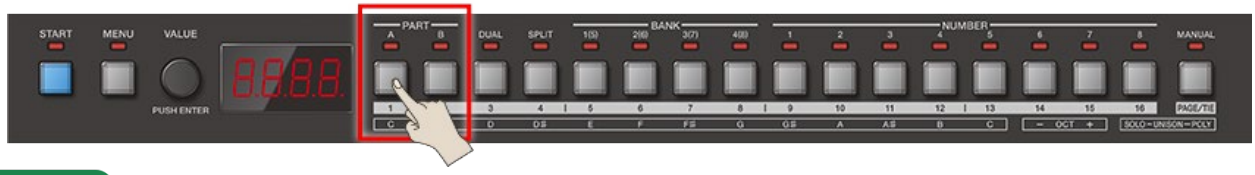
You can switch pages up to the number of steps that you set as the pattern length.

4. To select the step to record, hold down the desired [1]–[16] button and press the [NOTE] button.
5. Press the [1]–[13] buttons to input the notes.

Selecting the Part for Recording Notes

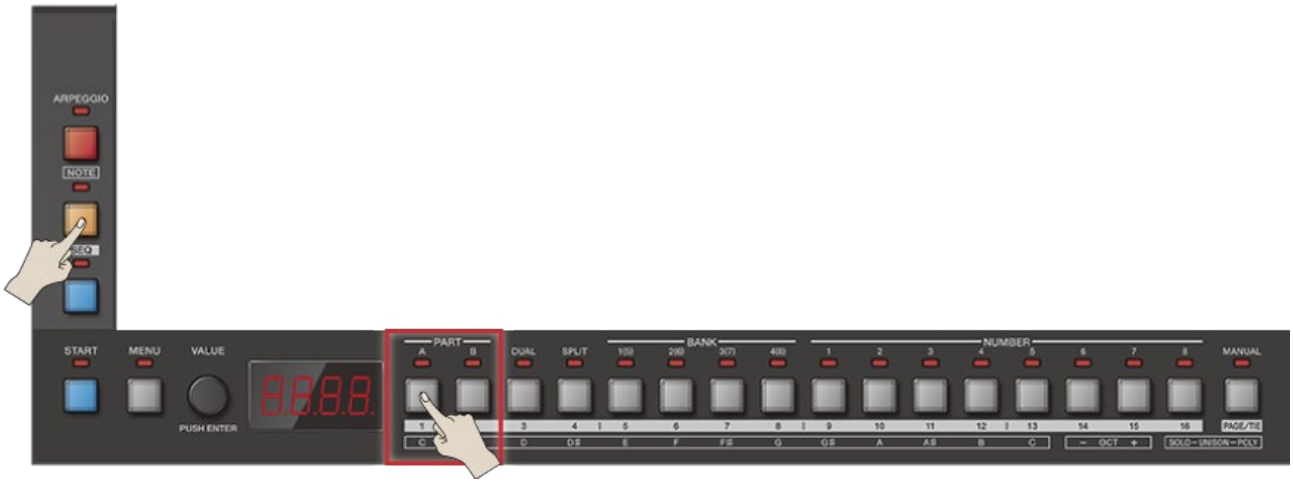
The sequencer has two parts (PART A and PART B), to which you can individually record a sequence. Here we select the part for recording notes.

1. Press the [SEQ] button to make the indicator goes dark (turn sequencer mode off).
2. Press the PART [A] or [B] button to select the part to record.



MEMO

By holding down the [NOTE] button and pressing the PART [A] or [B] button, the unit switches to that part, regardless of the current mode.



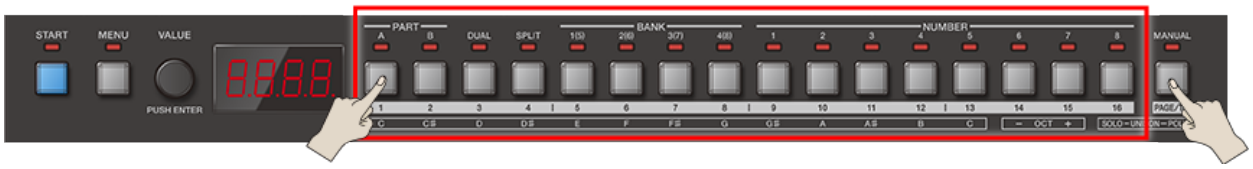
Connecting Notes (Tie Input)

This shows how to connect two notes (from the scale on the keys) with a tie.

1. Select the pattern to record (8.1. Selecting a Pattern(P.26)).
2. Press the [SEQ] button to make the indicator light.

   The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.
3. Hold down the [1]–[16] buttons and press the [PAGE/TIE] button to select the step where you want to input a tie.

   The note connected by the tie is input into the next step.



MEMO

- When you repeatedly press the [PAGE/TIE] button while holding down a step button, a tie is repeatedly input into the steps following the next step.
- When you press the [1]–[16] buttons where notes have already been input (which turns the LED off), those notes are deleted.

NOTE

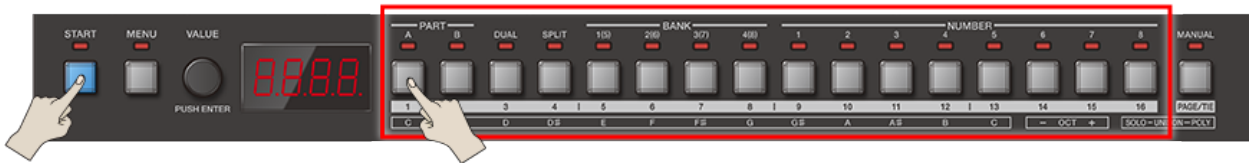
When you input a tie, the note connected by the tie is input into the next step. For this reason, the notes already input are deleted.

Inputting Notes Step by Step (Step Input)

You can input notes (from the scale on the keys) while advancing in steps.

1. Select the pattern to record (8.1. Selecting a Pattern(P.26)).
2. Press the [SEQ] button to make the indicator light.

   The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.
3. Hold down the [1]–[16] buttons and press the [START] button to select the first step to record.



4. Press the [NOTE] button to make the indicator light.

5. Press the [1]–[13] buttons to input the notes.

Once you input a note, the sequence automatically advances to the next step. Repeat this for each step. Input mode ends once you input the note for the last step.

Inputting notes in steps using the K-25m (sold separately)

You can input notes using the keyboard of the K-25m instead of following steps 4 and 5.

MEMO

For installation/removal/angle adjustment, refer to the K-25m's Owner's Manual.

Recording Your Performance in Real Time

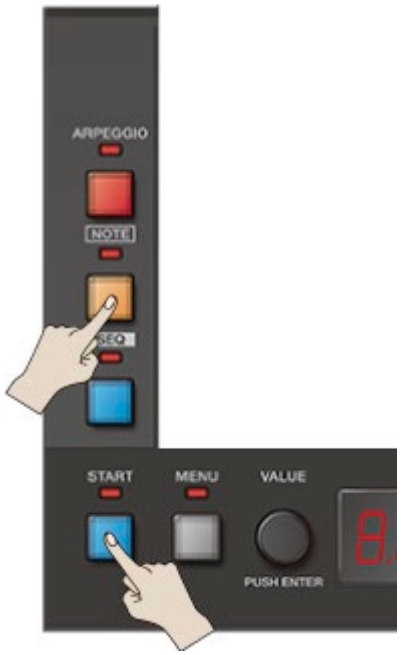
You can record notes (from the scale on the keys) and note lengths that you play on the keyboard, just as you performed them.

1. Select the pattern to record (8.1. Selecting a Pattern(P.26)).
2. Press the [SEQ] button to make the indicator light.

The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.

3. Hold down the [NOTE] button and press the [START] button.

The display indicates "rEC." The unit starts recording what you play.



4. Press the [NOTE] button to make the indicator light.
5. Press the [1]–[13] buttons to input the notes.

MEMO

The movement of the knobs and sliders (MOTION) can also be recorded in the pattern.

6. To exit recording, press the [MENU] button.

Inputting notes in real time using the K-25m (sold separately)

You can input notes using the keyboard of the K-25m instead of following steps 4 and 5.

MEMO

For installation/removal/angle adjustment, refer to the K-25m's Owner's Manual.

Setting the Note Loudness and Length (Velocity/Gate Time)

Here's how to set the loudness or strength of the notes (from the scale on the keys) you play, as well as the length of each note.

1. Select the pattern to edit (8.1. Selecting a Pattern(P.26)).
2. Press the [SEQ] button.

   Sequencer mode turns on, and the current tempo is shown.
3. Hold down the [1]–[16] buttons and press the [VALUE] knob to select the step to edit.

   The step number to be edited is shown.

4. Press the [VALUE] knob.

   The current velocity is shown.

Example indications	Explanation
U. 1	Velocity 1
U.127	Velocity 127

5. Turn the [VALUE] knob to set the velocity, and press the [VALUE] knob.

   The current gate time is shown.

Example indications	Explanation
G. 0	Gate time 0
G.100	Gate time 100
G.t ie	tie

6. Turn the [VALUE] knob to set the gate time, and press the [VALUE] knob.

   The display returns to the step number to be edited. The display repeats consecutively with each press of the [VALUE] knob.
7. To exit the settings, press the [MENU] button.

   The display returns to the current tempo.

Making sequencer settings

With these settings, you can set how the sequencer operates, and access useful functions (utilities) for input.

1. While in sequencer mode, press the [MENU] button.

   The sequencer menu appears.

2. Use the [VALUE] knob to select the item, and press the [VALUE] knob.

   The setting for the item you selected is shown.

3. Turn the [VALUE] knob to set the value, and press the [VALUE] knob.

   This confirms the value you set.

4. To exit the settings, press the [MENU] button.

Step buttons	Indication	Value	Explanation
[1]	SHFL	-90–90	Sets the timing at which the upbeats (even-numbered steps) play.
[2]	SCAL	8, 16, 32, 4t, 8t, 16t "12.1.18. About note values(P.57)"	Specifies the length (scale) of one note for each step.
[3]	SLEn	1–64	Sets the length (number of steps) of the pattern.
[4]	dir	Specifies how the sequencer plays.	
		FWd	Plays forward from the first step.
		rEv	Plays backward from the last step.
		F_r	Plays forward from the first step, and plays backward after reaching the last step.
		Inv	Inverts and plays back the even-numbered and odd-numbered steps.
		rnd	Plays steps randomly.
		Ptrg	The sequence plays back normally while you are playing the keyboard.
[5]	CC	OFF, On	When this is on, the unit outputs the control change messages (MOTION) recorded in a pattern.
[6]	dUPL		Doubles the number of steps in a pattern and copies the performance data.
[7]	rnd		Generates random performance data.
[8]	Undo		Reverts the performance data settings to their most recent state just before being edited.
[9]	rEdo		Restores the performance data settings to the state they were in before the last undo operation (in other words, this cancels the undo).
[10]	COPY		Copies the performance data.
[11]	PStE		Pastes the performance data you copied.
[12]	CCLr		Deletes the control change messages (MOTION) from a pattern.
[13]	nCLr		Deletes the note messages from a pattern.
[14]	ACLr		Deletes the control change and note messages (MOTION) from a pattern.

MEMO

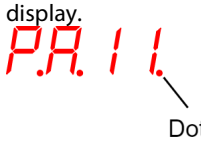
You can also press a corresponding step button to select the parameter items.

Saving a Pattern

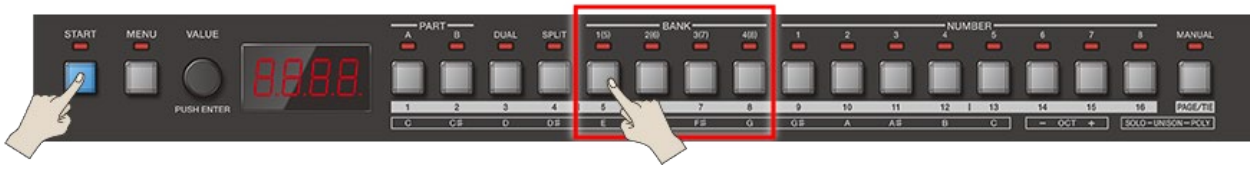
Any settings you have edited for a pattern are lost if you select a different pattern or turn off the power after editing. For this reason, be sure to save your important settings.

MEMO

When you've edited a pattern and then long-press the [START] button, a dot is shown next to the pattern number in the display.



1. Press the BANK [1 (5)]–[4 (8)] buttons while holding down the [START] button to select the group and bank where you want to save the data.



2. Long-press the NUMBER [1]–[8] buttons while holding down the [START] button to select the save destination pattern number.

The display blinks several times. The pattern is saved in the pattern number you selected.

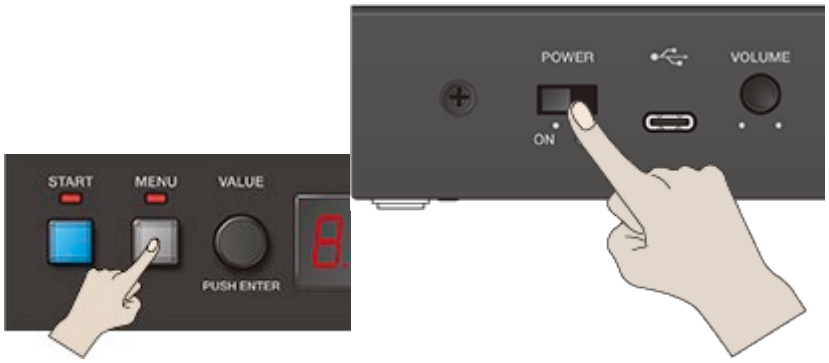
Backing Up Data

You can save (backup) the tones, patterns and system settings stored on the JX-08 to your computer.

This backup data can then be restored to the JX-08 at a later date.

1. Connect your computer to the JX-08 with a USB cable.
2. While holding down the [MENU] button, turn on the power.

   The JX-08 operates in USB mass storage mode. The JX-08 is recognized by your computer as an external storage device. It takes around 20 seconds for the connection to be recognized.



3. Open the "JX-08" on your computer.

   The "BACKUP" folder is shown in the JX-08.

4. Open the "BACKUP" folder.

   The backup file appears.

5. Copy (drag and drop) the backup file to your computer.
6. Disconnect the JX-08 from your computer.

   If you're using Windows, click the Safely Remove Hardware icon in the taskbar () and then click "Eject Boutique."
   If you're using macOS, drag the JX-08 icon to the trash.

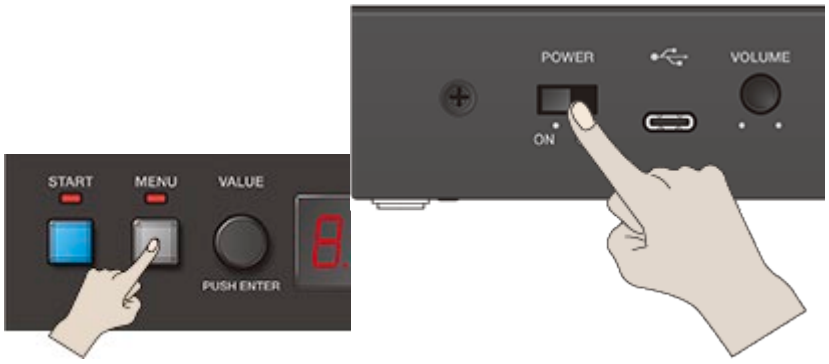
7. Turn off the JX-08.

Restoring the Settings (Restore)

You can use the backup data that you created on your computer to restore the settings of the JX-08.

1. Connect your computer to the JX-08 with a USB cable.
2. While holding down the [MENU] button, turn on the power.

   The JX-08 operates in USB mass storage mode. The JX-08 is recognized by your computer as an external storage device. It takes around 20 seconds for the connection to be recognized.



3. Open the "JX-08" on your computer.

   The "BACKUP" folder is shown in the JX-08.

4. Delete the "BACKUP" folder.
5. Copy (drag and drop) the backup file that you backed up on your computer to the "RESTORE" folder on the JX-08.
6. Disconnect the JX-08 from your computer.

   If you're using Windows, click the Safely Remove Hardware icon in the taskbar () and then click "Eject Boutique."
   If you're using macOS, drag the JX-08 icon to the trash.

7. Press the [PAGE/TIE] button on the JX-08.

   The restore operation begins, and the [PAGE/TIE] button blinks. "donE" is displayed once the restore operation is finished.

8. Turn off the JX-08.

Configuring the Settings of This Unit

This shows you how to configure the settings that apply to the entire unit, such as part settings, system settings and so on.

MEMO

If the [SEQ] button is lit, press the [SEQ] button to make it go dark (which turns SEQ off).

1. Press the [MENU] button.

   The [MENU] button lights up.

2. Use the [VALUE] knob to select the item, and press the [VALUE] knob.

   The parameter setting screen appears.

3. Turn the [VALUE] knob to set the value, and press the [VALUE] knob.

4. To exit the settings, press the [MENU] button.

Step buttons	Parameter (as displayed)	Explanation
[1]	PArt	Configures the settings for the selected part. "11.1. Part Settings(P.38)"
[2]	KEY	Configures the keyboard settings. "11.2. Keyboard Settings(P.40)"
[3]	Midi	Configures the MIDI-related settings. "11.3. MIDI Settings(P.41)"
[4]	SYS	Configures the system settings. "11.4. System Settings(P.42)"
[5]	Util	Select this to use the utilities. "11.5. Using the Utilities(P.43)"

MEMO

You can also press a corresponding step button to select the parameter items.

Part Settings

These parameters configure the overall settings for the parts.

Step buttons	Parameter (as displayed)	Value	Explanation
[1]	VoL	0–127	Adjusts the part volume. You can adjust this parameter for each pattern.
[2]	PAn	L 64–r 63	Sets the pan position for each part.
[3]	FtYP	1, 2, 3	Sets the change characteristics, modeled after an classic analog synthesizer LPF (low-pass filter).
[4]	Cnd1	0–100	Adds a deteriorated effect to the sound.
[5]	EHP	OFF, On	When this is on, the amount of change made by the LFO RATE, VCO CUTOFF FREQ, VCF RES and VCF ENV is expanded (increased) beyond that of the original model.
[6]	PVEL	0–3	Adjusts how much the effect changes the pitch envelope according to how hard you press the keys (velocity).
[7]	AVEL	0–3	Adjusts how much the effect changes the VCA envelope according to how hard you press the keys (velocity).
[8]	FVEL	0–3	Adjusts how much the effect changes the VCF envelope according to how hard you press the keys (velocity).

Step buttons	Parameter (as displayed)	Value	Explanation
[9]	n.VEL	0–3	Adjusts how much the effect changes the MIXER envelope according to how hard you press the keys (velocity).
[10]	bEnd	2, 3, 4, 7 (semitones)	Sets the variable pitch range for the pitch bend.
[11]	n.LFo	-63–63	Adjusts the depth of the modulation effect.
[12]	P.crV	This sets the curve used by the portamento effect to change the pitch.	
		orG	The same curve of change used on the original model is applied.
		L inE	A linear curve of change is applied.
		E.1	A non-linear curve (gradual slope) of change is applied.
		E.2	A non-linear curve (steep slope) of change is applied.
[13]	AF.LF	-63–63	Adjusts how much the LFO is changed by aftertouch (only enabled when a product featuring aftertouch is connected).
[14]	AF.FQ	-63–63	Adjusts how much the low-pass filter (LPF) is changed by aftertouch (only enabled when a product featuring aftertouch is connected).
[15]	AF.LV	-63–63	Adjusts how much the tone is changed by aftertouch (only enabled when a product featuring aftertouch is connected).

MEMO

You can also press a corresponding step button to select the parameter items.

Keyboard Settings

Step buttons	Parameter (as displayed)	Value	Explanation
[1]	t.POS	-5–6	Transposes (moves) the pitch range of the keyboard in semitone steps.
[2]	VELO	This configures the function that detects how hard you play the keyboard (the velocity).	
		rEAL	The velocity value changes in response to how hard you play the keys.
		1–127	Sets the velocity at a fixed value.
[3]	U.CrU	Specifies the keyboard touch.	
		LIGH	Sets the keyboard feel to respond with a lighter touch.
		Mid	Sets the keyboard feel to respond with a standard touch.
		HEVY	Sets the keyboard feel to respond with a heavier touch.
[4]	SPLt	C--G9	When the split function is on, this sets the position of the split (the split point) on the keyboard. All notes on the keyboard at or below the split point play PART A, and all notes above the split point play PART B. When a K-25m is connected, you can hold down the [SPLIT] button and press a key to set the split point. **MEMO** The F-3 display indicates "F♯3."

MEMO

- You can also press a step button to select the parameter items.
- The t.POS, VELO and U.CrU settings are available when a K-25m (sold separately) is being used.

MIDI Settings

Here's how to make MIDI-related settings.

Step buttons	Parameter (as displayed)	Value	Explanation
[1]	CH	1–16, OFF	Sets the MIDI transmitting/receiving channel for the system. ● Use the MIDI channel you set here when using an external MIDI keyboard in place of the K-25m. ● Pattern selection (program change messages) is output using this channel.
[2]	CH.A	1–16	Sets the MIDI transmitting/receiving channel for PART A. ● What you play on the keyboard for PART A (note and control change messages) as well as patch selections (program change messages) are output using this channel.
[3]	CH.b	1–16	Sets the MIDI transmitting/receiving channel for PART B. ● What you play on the keyboard for PART B (note and control change messages) as well as patch selections (program change messages) are output using this channel.
[4]	rKEY	When you use an external MIDI keyboard in place of the K-25m, this sets which connector to use to connect the external MIDI keyboard.	
		OFF	Select this when a MIDI keyboard is not connected. Normally you will leave this "OFF."
		Midi	Select this when connecting to the MIDI connector.
		USb	Select this when connecting to the USB connector.
[5]	SYnC	This specifies the synchronization signal that this unit's sequencer follows.	
		Auto	Automatically detects the signal inputted to the jack.
		Int	The unit operates according to its internal clock. Select this when using this unit by itself.
		Midi	The unit operates according to the synchronization signal input from the MIDI connector.
		USb	The unit operates according to the synchronization signal input from the USB port.
[6]	SYn.O	This sets the jack used to output the synchronization signal.	
		OFF	A synchronization signal is not output.
		Midi	A synchronization signal is output from the MIDI connector.
		USb	A synchronization signal is output from the USB port.
		ALL	A synchronization signal is output both from the MIDI connector and the USB port.
[7]	thru	OFF, On	If this is ON, MIDI messages that are input from the MIDI IN connector are re-transmitted as-is from the MIDI OUT connector.

MEMO

You can also press a step button to select the parameter items.

System Settings

Configures the system settings.

Step buttons	Parameter (as displayed)	Value	Explanation
[1]	In.LU	0–127	Adjusts the input level of the MIX IN jack.
[2]	A.OFF	OFF, 30, 240 (minutes)	Specifies whether the unit will turn off automatically after a certain time has elapsed. If you don't want the unit to turn off automatically, choose "OFF" setting. **MEMO** The setting is disabled (the power does not turn off automatically) when the unit is connected via USB.
[3]	tUnE	415.3–466.2 (Hz)	Adjusts the overall tuning. The value shown is the frequency of the A4 key (middle A on a piano keyboard).

MEMO

You can also press a step button to select the parameter items.

Using the Utilities

The utilities on this unit provide functionality that's useful when editing.

Step buttons	Parameter (as displayed)	Explanation
[1]	PCLr	Initializes the selected pattern.
[2]	tCLr	Initializes the selected tone.
[3]	trnd	Replaces the currently selected tone with a random tone.

MEMO

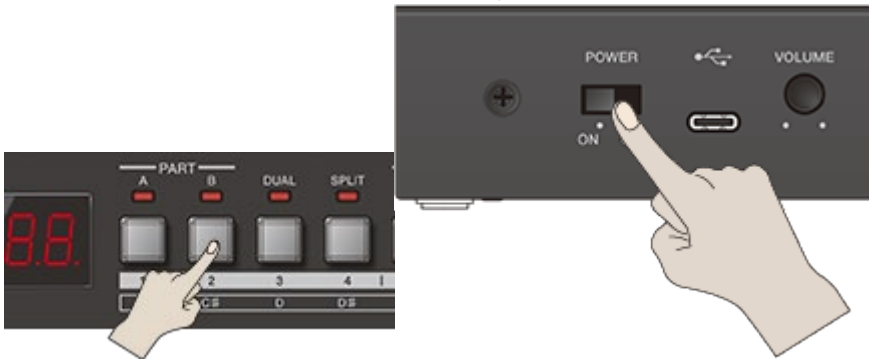
You can also press a step button to select the parameter items.

Restoring the Factory Settings (Factory Reset)

Returns the JX-08 to its factory defaults.

1. While holding down the PART [B] button, turn on the power.

   The [PAGE/TIE] button blinks. To cancel the factory reset, turn off the power.



2. Press the [PAGE/TIE] button.

   Initialization begins. Once the JX-08 is restored to factory default settings, "donE" appears in the display.

3. Turn the power of the JX-08 off and then on again.

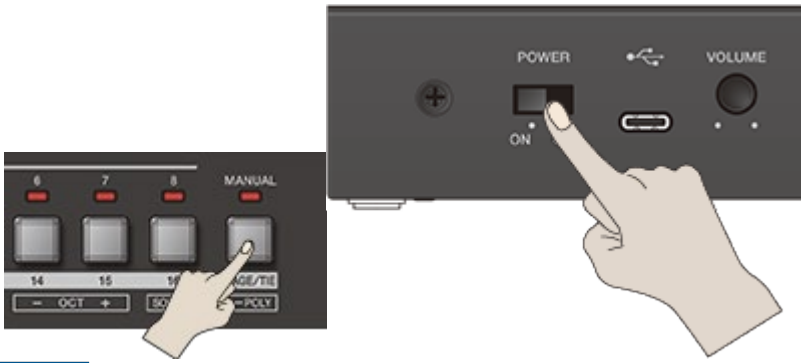
Prioritizing the Battery (Battery Fixed Operation Mode)

This mode lets you operate the JX-08 on battery power, even when connected to another device via USB.

In this mode, this unit does not use (or switch to) USB bus power, even when you connect the unit to another USB port. This lets you use this unit on battery power while the USB port is connected to a device that can't supply it with power.

1. While holding down the [PAGE/TIE] button, turn the power on.

   This makes this unit operate on batteries.



NOTE

If you handle batteries improperly, you risk explosion and fluid leakage. Make sure that you carefully observe all of the items related to batteries that are listed in the leaflet "USING THE UNIT SAFELY."

Effect Parameters

This explains about the parameters of the effects built into the JX-08.

CHORUS&MFX parameters

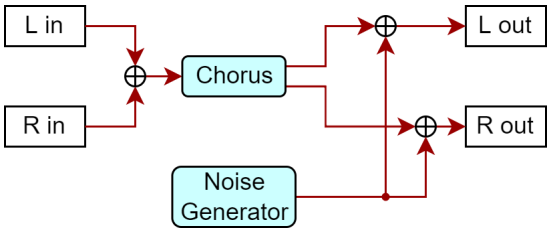
Here's how to configure the effects.

Use the Type parameter to select an effect. The parameter types that you can configure depend on the effect you've selected. For details on the parameters you can set, refer to the individual pages that explain each effect.

Type parameter (TYPE)

Type (as displayed)	Effect name
Cho 1	12.1.1. JUNO-106 CHORUS(P.46)
Cho2	12.1.2. CE-1(P.47)
Cho3	12.1.3. SDD-320(P.47)
dLY 1	12.1.4. TimeCtrlDly(P.48)
dLY2	12.1.5. 2Tap PanDly(P.48)
dLY3	12.1.6. Mod Delay(P.49)
r.dLY	12.1.7. Reverse Dly(P.51)
Od	12.1.8. T-Scream(P.51)
Fu__	12.1.9. Fuzz(P.52)
drU	12.1.10. Fattener(P.52)
b itC	12.1.11. Bit Crusher(P.53)
LCMP	12.1.12. LOFI Comp(P.53)
PhA 1	12.1.13. Script 90(P.54)
PhA2	12.1.14. M StagePhsr(P.54)
F iLt	12.1.15. SuperFilter(P.54)
Ptc 1	12.1.16. PitchShiftr(P.55)
Ptc2	12.1.17. 2V PShifter(P.56)

JUNO-106 CHORUS



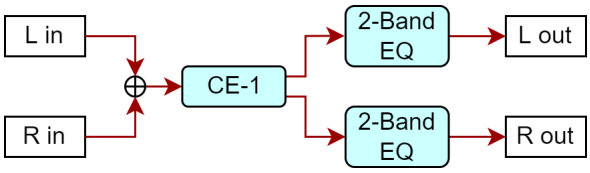
Step buttons	Parameter	Value	Explanation
[1]	TYPE	Cho 1	Models the chorus section of the Roland JUNO-106.
[2]	SW	OFF, On	Turns the effects on/off.
[3]	Mode	Chorus types	
		I	The effect produced when pressing chorus button [I] on a JUNO-106.
		2	The effect produced when pressing chorus button [II] on a JUNO-106.
		I_2	The effect produced when pressing both chorus button [I] and [II] on the JUNO-106 at the same time.
		JH 1	The effect produced in chorus mode 1 on the JX-8P.
		JH2	The effect produced in chorus mode 2 on the JX-8P. Offers a thicker sound than chorus mode 1.
[4]	no iS	0– 127	Volume of noise produced by the chorus effect
[5]		Volume balance between the effect sound and dry (original) sound	

Step buttons	Parameter	Value	Explanation
	bAL	0	Effect sound : Dry sound = 0 : 100
		100	Effect sound : Dry sound = 100 : 0
[6]	LUL	0–127	Output level

MEMO

You can also press a step button to select the parameter items.

CE-1

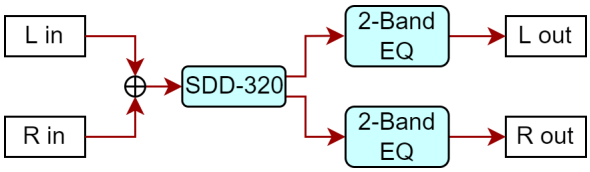


Step buttons	Parameter	Value	Explanation
[1]	tYPE	Cho2	This models the classic BOSS CE-1 chorus effect unit. It provides a chorus sound with a distinctively analog warmth.
[2]	SW	OFF, On	Turns the effects on/off.
[3]	Int	0–127	Adjusts the volume of the chorus effect.
[4]	Lo	-15–15 (dB)	Amount of low range boost/cut
[5]	Hi	-15–15 (dB)	Amount of high range boost/cut
[6]	LEV	0–127	Output level

MEMO

You can also press a step button to select the parameter items.

SDD-320

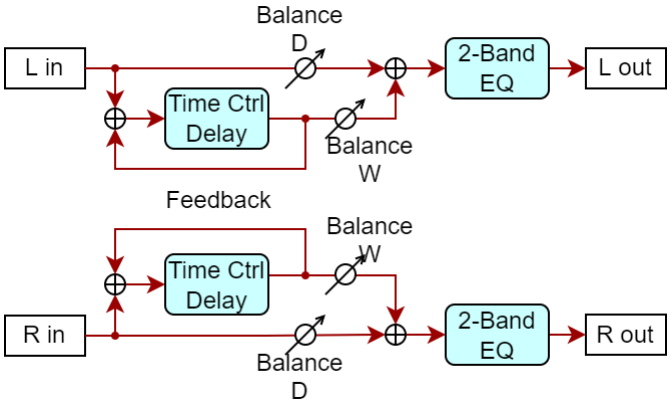


Step buttons	Parameter	Value	Explanation
[1]	tYPE	Cho3	This models Roland's DIMENSION D (SDD-320). It provides a clear chorus sound.
[2]	SW	OFF, On	Turns the effects on/off.
[3]	Mode	Switches the mode.	
		1, 2, 3, 4	Mode buttons on the SDD-320
		1_4, 2_4, 3_4	The sound produced when the mode buttons of the SDD-320 are pressed in combination.
[4]	Lo	-15–15 (dB)	Amount of low range boost/cut
[5]	Hi	-15–15 (dB)	Amount of high range boost/cut
[6]	LEV	0–127	Output level

MEMO

You can also press a step button to select the parameter items.

TimeCtrlDly



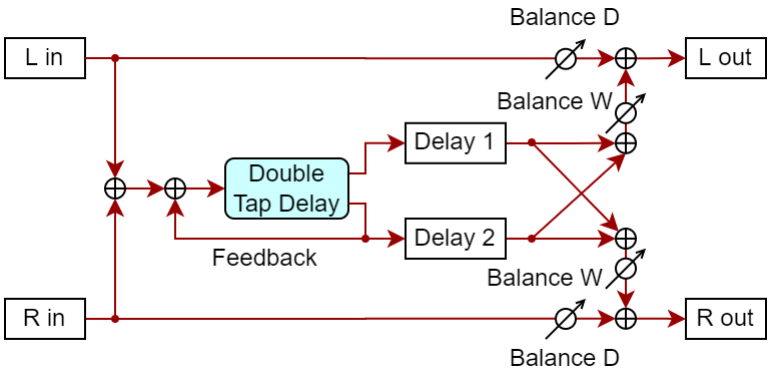
Step buttons	Parameter	Value	Explanation
[1]	TYPE	dLY1	This is a delay in which the delay time can be varied smoothly.
[2]	SW	OFF, On	Turns the effects on/off.
[3]	Sync	OFF, On	When this is ON, the effect synchronizes with the tempo of the rhythm. "8.2.1. Tempo Settings(P.28)"
[4]	TIME	1–1300 (ms)	Adjusts the delay time from the direct sound until the delay sound is heard.
[5]	note	"12.1.18. About note values(P.57)"	
[6]	FB	-98–98 (%)	Adjusts the proportion of the delay sound that is fed back into the effect. (Negative values invert the phase.)
[7]	BAL	Volume balance between the effect sound and dry (original) sound	
		D	Effect sound : Dry sound = 0 : 100
		100	Effect sound : Dry sound = 100 : 0
[8]	EQLo	-15–15 (dB)	Amount of low range boost/cut
[9]	EQHi	-15–15 (dB)	Amount of high range boost/cut
[10]	LEV	0–127	Output level

MEMO

You can also press a step button to select the parameter items.

2Tap PanDly

The delay sound is heard both at the left and at the right.



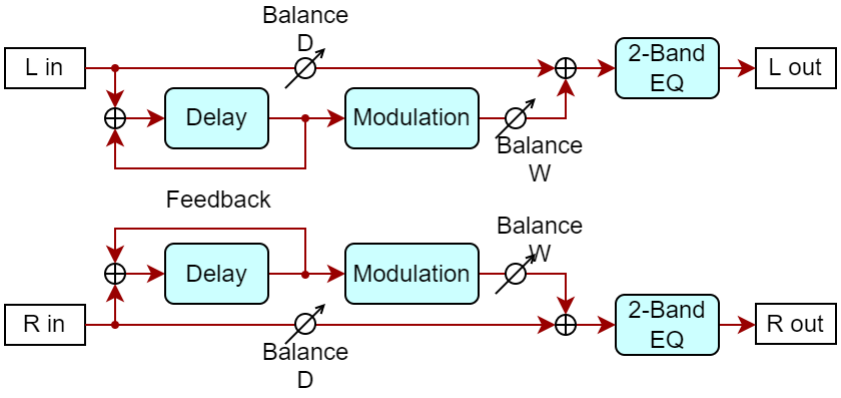
Step buttons	Parameter	Value	Explanation
[1]	tYPE	dLY2	The delay sound is heard both at the left and at the right.
[2]	SW	OFF, On	Turns the effects on/off.
[3]	SYnc	OFF, On	When this is ON, the effect synchronizes with the tempo of the rhythm. "8.2.1. Tempo Settings(P.28)"
[4]	t iME	1–2600 (ms)	Adjusts the delay time from the direct sound until the delay sound is heard.
[5]	notE	"12.1.18. About note values(P.57)"	
[6]	Fb	-98–98 (%)	Adjusts the proportion of the delay sound that is fed back into the effect. (Negative values invert the phase.)
[7]	H.dMP	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 (Hz), bYPS	Center frequency at which the high frequencies of the delay sound fed back to the input are cut (bYPS: does not cut the frequencies)
[8]	PAn1	L64–r63	Delay 1 pan
[9]	PAn2	L64–r63	Delay 2 pan
[10]	LUL1	0–127	Delay 1 volume
[11]	LUL2	0–127	Delay 2 volume
[12]	EQLo	-15–15 (dB)	Amount of low range boost/cut
[13]	EQHi	-15–15 (dB)	Amount of high range boost/cut
[14]	bAL	Volume balance between the effect sound and dry (original) sound	
		0	Effect sound : Dry sound = 0 : 100
		100	Effect sound : Dry sound = 100 : 0
[15]	LEU	0–127	Output level

MEMO

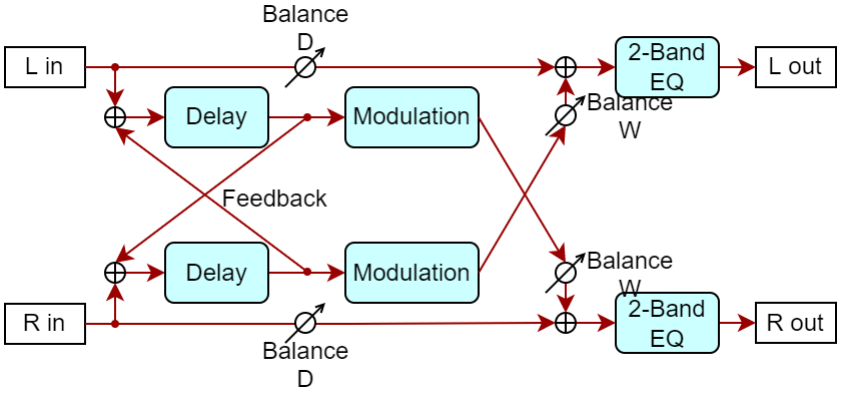
You can also press a step button to select the parameter items.

Mod Delay

When Feedback Mode is "norM" (NORMAL)



When Feedback Mode is "CroS" (CROSS)



Step buttons	Parameter	Value	Explanation
[1]	tYPE	dLY3	Adds a wavering feel to the delay sound.
[2]	SW	OFF, On	Turns the effects on/off.
[3]	L.Snc	OFF, On	When this is ON, the effect synchronizes with the tempo of the rhythm. "8.2.1. Tempo Settings(P.28)"
[4]	Lt iM	1–1300 (ms)	Time from when the direct sound of the left channel is heard until the delay sound is heard
[5]	L.not	"12.1.18. About note values(P.57)"	
[6]	r.Snc	OFF, On	When this is ON, the effect synchronizes with the tempo of the rhythm. "8.2.1. Tempo Settings(P.28)"
[7]	rt iM	1–1300 (ms)	Time from when the direct sound of the right channel is heard until the delay sound is heard
[8]	r.not	"12.1.18. About note values(P.57)"	
[9]	FbMd	norM, CroS	The input where the delay sound is returned (see the algorithm diagram)
[10]	Fb	-98–98 (%)	Adjusts the proportion of the delay sound that is fed back into the effect. (Negative values invert the phase.)
[11]	HdMP	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 (Hz), byPS	Center frequency at which the high frequencies of the delay sound fed back to the input are cut (byPS: does not cut the frequencies)
[12]	Mod	These parameters configure the modulation.	

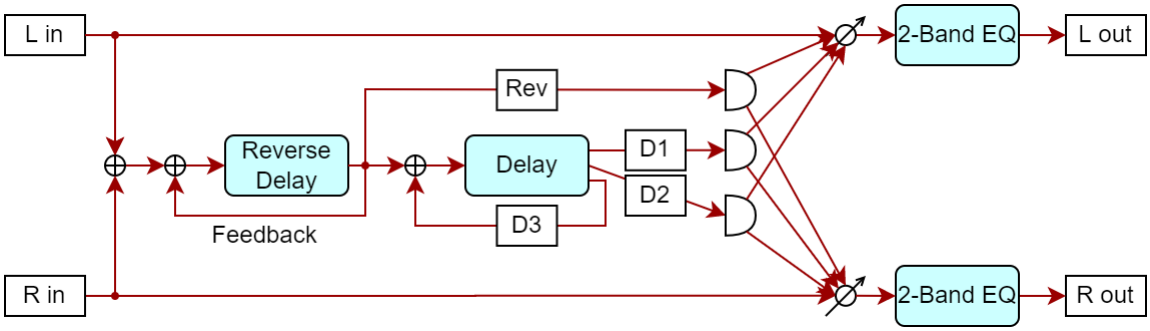
Step buttons	Parameter	Value	Explanation
[1]	rAt.S	OFF, On	When this is ON, the effect synchronizes with the tempo of the rhythm. "8.2.1. Tempo Settings(P.28)"
[2]	rAt.H	0.05–10.00 (Hz)	Modulation cycle
[3]	rAt.n	"12.1.18. About note values(P.57)"	
[4]	dEPt	0–127	Modulation depth
[5]	PHS	0–180 (deg)	Modulation width

[13]	EQLo	-15–15 (dB)	Amount of low range boost/cut
[14]	EQHi	-15–15 (dB)	Amount of high range boost/cut
[15]	bAL	Volume balance between the effect sound and dry (original) sound	
		0	Effect sound : Dry sound = 0 : 100
		100	Effect sound : Dry sound = 100 : 0
[16]	LEU	0–127	Output level

MEMO

You can also press a step button to select the parameter items.

Reverse Dly

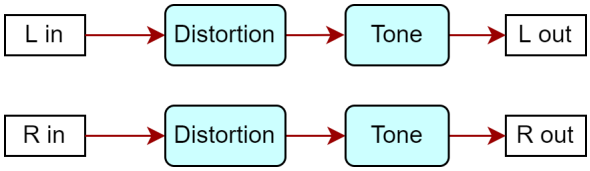


Step buttons	Parameter	Value	Explanation
[1]	TYPE	rdLY	This is a reverse delay that adds a reversed and delayed sound to the input sound. A tap delay is connected immediately after the reverse delay.
[2]	SW	OFF, On	Turns the effects on/off.
[3]	Sync	OFF, On	When this is ON, the effect synchronizes with the tempo of the rhythm. "8.2.1. Tempo Settings(P.28)"
[4]	TIME	1–2600 (ms)	Adjusts the delay time from the direct sound until the delay sound is heard.
[5]	note	"12.1.18. About note values(P.57)"	
[6]	FB	-98–98 (%)	Adjusts the proportion of the delay sound that is fed back into the effect. (Negative values invert the phase.)
[7]	BAL	Volume balance between the effect sound and dry (original) sound	
		0	Effect sound : Dry sound = 0 : 100
		100	Effect sound : Dry sound = 100 : 0
[8]	EQLo	-15–15 (dB)	Amount of low range boost/cut
[9]	EQHi	-15–15 (dB)	Amount of high range boost/cut
[10]	LEV	0–127	Output level

MEMO

You can also press a step button to select the parameter items.

T-Scream



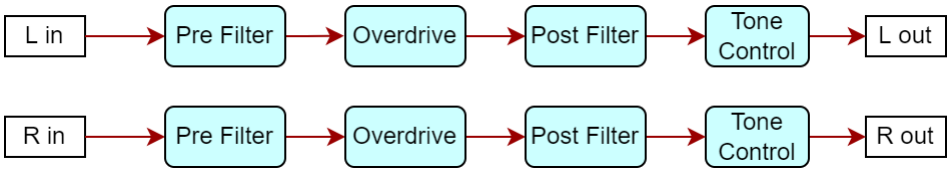
Step buttons	Parameter	Value	Explanation
[1]	TYPE	Od	This models the analog overdrive of the past. It adds a nice amount of overtones without dirtying the sound.
[2]	SW	OFF, On	Turns the effects on/off.
[3]	dist	0–127	Adjusts the amount of distortion.

Step buttons	Parameter	Value	Explanation
			Also changes the volume.
[4]	tonE	0–127	Sound quality of the overdrive effect
[5]	LEV	0–127	Output level

MEMO

You can also press a step button to select the parameter items.

Fuzz

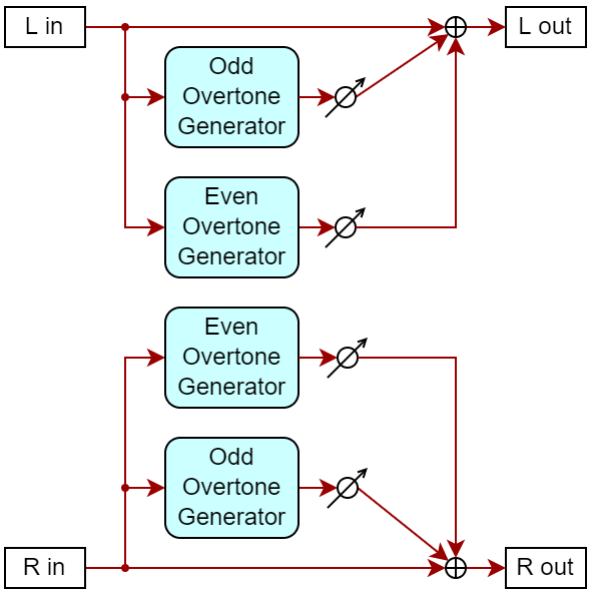


Step buttons	Parameter	Value	Explanation
[1]	tYPE	Fuzz	Adds overtones and intensely distorts the sound.
[2]	SW	OFF, On	Turns the effects on/off.
[3]	drV	0–127	Adjusts the amount of distortion. The volume also changes.
[4]	tonE	0–100	Sound quality
[5]	LEV	0–127	Output level

MEMO

You can also press a step button to select the parameter items.

Fattener

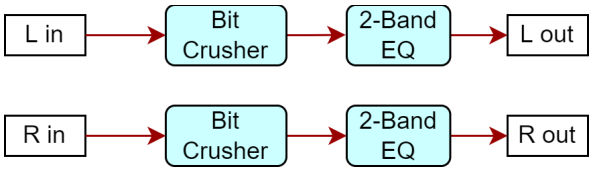


Step buttons	Parameter	Value	Explanation
[1]	tYPE	drV	An effect that apply a unique distortion and harmonic effect to fatten up the sound.
[2]	SW	OFF, On	Turns the effects on/off.
[3]	Odd	0–400 (%)	The higher the value, the more odd-numbered secondary harmonics are added.
[4]	EVEn	0–400 (%)	The higher the value, the more even-numbered secondary harmonics are added.
[5]	LEV	0–127	Output level

MEMO

You can also press a step button to select the parameter items.

Bit Crusher

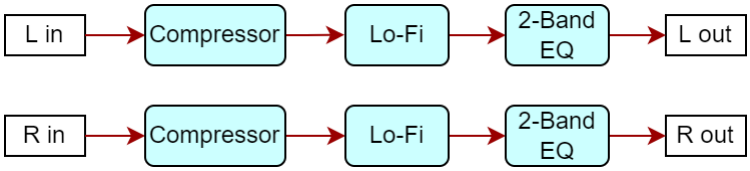


Step buttons	Parameter	Value	Explanation
[1]	TYPE	bit.C	Produces an extreme lo-fi effect.
[2]	SW	OFF, On	Turns the effects on/off.
[3]	rATE	0–127	Adjusts the sample rate.
[4]	bit	0–20	Adjusts the bit depth.
[5]	FILT	0–127	Adjusts the filter depth.
[6]	Lo	-15–15 (dB)	Adjusts the amount of low range boost/cut.
[7]	Hi	-15–15 (dB)	Adjusts the amount of high range boost/cut.
[8]	LEV	0–127	Adjusts the output level.

MEMO

You can also press a step button to select the parameter items.

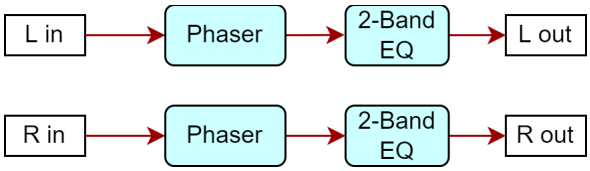
LOFI Comp



Step buttons	Parameter	Value	Explanation
[1]	TYPE	LOMP	Degrades the tonal character.
[2]	SW	OFF, On	Turns the effects on/off.
[3]	COMP	1–6	Selects the type of filter applied to the sound before it passes through the Lo-Fi effect. 1: Compressor off 2–6: Compressor on
[4]	LoFi	1–9	Degrades the tonal character. The tonal character degrades as this value is increased.
[5]	FILT	Selects the type of filter applied to the sound after it passes through the Lo-Fi effect.	
		OFF	Filter is not used
		LPF	Cuts the high frequencies
		HPF	Cuts the low frequencies
[6]	COFF	1–16	The center frequency of the post filter. Larger values increase the cutoff frequency.
[7]	EQLo	-15–15 (dB)	Amount of low range boost/cut
[8]	EQHi	-15–15 (dB)	Amount of high range boost/cut
[9]	BAL	Volume balance between the effect sound and dry (original) sound	
		D	Effect sound : Dry sound = 0 : 100
		100	Effect sound : Dry sound = 100 : 0
[10]	LEV	0–127	Output level

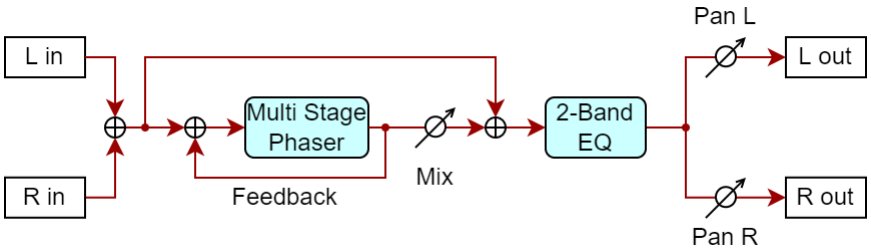
MEMO
You can also press a step button to select the parameter items.

Script 90



MEMO
You can also press a step button to select the parameter items.

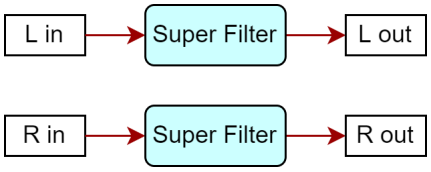
M StagePhsr



Step buttons	Parameter	Value	Explanation
[1]	TYPE	PhA2	This creates extremely large phase differences for a deep phaser effect.
[2]	SW	OFF, On	Turns the effects on/off.
[3]	Mode	4, 8, 12, 16, 20, 24 (STAGE)	Number of stages in the phaser
[4]	Manu	0– 127	Center frequency from which the sound is modulated
[5]	Sync	OFF, ON	When this is ON, the effect synchronizes with the tempo of the rhythm. "8.2.1. Tempo Settings(P.28)"
[6]	tIME	0.05– 10.00 (Hz)	Frequency of modulation
[7]	note	"12.1.18. About note values(P.57)"	
[8]	dEPt	0– 127	Depth of modulation
[9]	rESo	0– 127	Amount of feedback
[10]	MIX	0– 127	Volume of phased sound
[11]	PAn	L 64–r 63	Stereo position of the output sound
[12]	Lo	- 15– 15 (dB)	Amount of low range boost/cut
[13]	Hi	- 15– 15 (dB)	Amount of high range boost/cut
[14]	LEV	0– 127	Output level

MEMO
You can also press a step button to select the parameter items.

SuperFilter

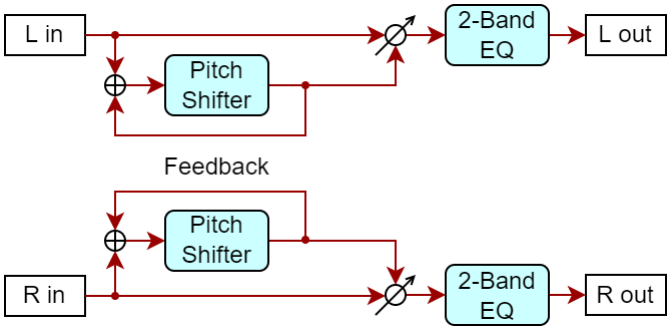


Step buttons	Parameter	Value	Explanation
[1]	TYPE	FILT	This is a filter with an extremely sharp slope (attenuation characteristics). The cutoff frequency can be varied cyclically.
[2]	SW	OFF, On	Turns the effects on/off.
[3]	TYPE	Frequency range that passes through each filter	
		LPF	Frequencies at or below the cutoff
		bPF	Frequencies in the region of the cutoff
		HPF	Frequencies at or above the cutoff
		notc	Frequencies other than the region of the cutoff
[4]	SLoP	Filter slope (attenuation characteristics; amount of attenuation per octave)	
		-12 (dB)	Gentle
		-24 (dB)	Steep
		-36 (dB)	Extremely steep
[5]	C.OFF	0–127	Cutoff frequency of the filter Increasing this value raises the cutoff frequency.
[6]	rESo	0–100	Filter resonance level Increasing this value emphasizes the region near the cutoff frequency.
[7]	GAin	0–12 (dB)	Amount of boost for the filter output
[8]	Mod	OFF, On	On/off switch for cyclic change
[9]	Mod.W	These waves control how the cutoff frequency changes.	
		tri	Triangle wave
		Sqr	Square wave
		Sin	Sine wave
		Saw1	Sawtooth wave (upward)
		Saw2	Sawtooth wave (downward)
[10]	Sync	OFF, On	When this is ON, the effect synchronizes with the tempo of the rhythm. "8.2.1. Tempo Settings(P.28)"
[11]	TIME	0.05–10.00 (Hz)	Rate of modulation
[12]	note	"12.1.18. About note values(P.57)"	
[13]	dEPt	0–127	Depth of modulation
[14]	RtE	0–127	Speed at which the cutoff frequency changes The Mod.W parameter is effective when using a square wave or sawtooth wave (upward or downward).
[15]	LEU	0–127	Output level

MEMO

You can also press a step button to select the parameter items.

PitchShiftr



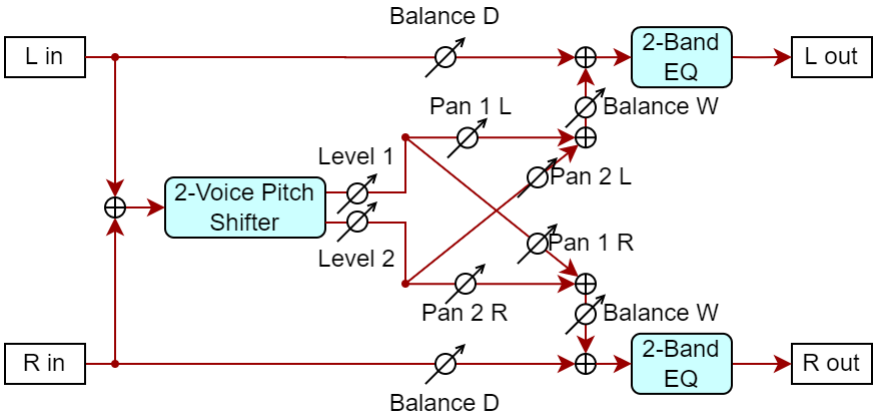
	Parameter	Value	Explanation
[1]	TYPE	Ptch	A stereo pitch shifter.
[2]	SW	OFF, On	Turns the effects on/off.
[3]	CrS	-24–12 (semitones)	Adjusts the pitch of the pitch-shifted sound in semitones.
[4]	FinE	-100–100 (cent)	Adjusts the pitch of the pitch-shifted sound in 2-cent steps.

	Parameter	Value	Explanation
[5]	Sync	OFF, On	When this is ON, the effect synchronizes with the tempo of the rhythm. "8.2.1. Tempo Settings(P.28)"
[6]	t.ME	1–1300	Adjusts the delay time from the direct sound until the pitch-shifted sound is heard.
[7]	notE	"12.1.18. About note values(P.57)"	
[8]	Fb	-98–98 (%)	Adjusts the proportion of the pitch-shifted sound that is fed back into the effect. (Negative values invert the phase.)
[9]	E9Lo	-15–15 (dB)	Amount of low range boost/cut
[10]	E9Hi	-15–15 (dB)	Amount of high range boost/cut
[11]	bAL	Volume balance between the effect sound and dry (original) sound	
		0	Effect sound : Dry sound = 0 : 100
		100	Effect sound : Dry sound = 100 : 0
[12]	LEU	0–127	Output level

MEMO

You can also press a step button to select the parameter items.

2V PShifter



Step buttons	Parameter	Value	Explanation
[1]	tYPE	PtC2	Shifts the pitch of the dry sound. You can layer two pitch-shifted sounds onto the dry sound.
[2]	SW	OFF, On	Turns the effects on/off.
[3]	1Crs	-24–12 (semitones)	Amount of pitch shift applied for pitch-shift 1 (in semitones)
[4]	1Fin	-100–100 (cent)	Amount of pitch shift applied for pitch-shift 1 (in units of two cents)
[5]	1dly	These are the settings for the pitch-shift 1 delay and feedback parameters.	

Step buttons	Parameter	Value	Explanation
[1]	Sync	OFF, On	When this is ON, the effect synchronizes with the tempo of the rhythm. "8.2.1. Tempo Settings(P.28)"
[2]	t.ME	1–1300	Time from when the dry sound is heard until the pitch-shifted sound is heard
[3]	notE	"12.1.18. About note values(P.57)"	
[4]	Fb	-98–98 (%)	Adjusts the proportion of the pitch-shifted sound

Step buttons	Parameter	Value	Explanation
			that is fed back into the effect. (Negative values invert the phase.)
[6]	1PAn	L 64–r 63	Panning for pitch-shift 1 sound
[7]	1LEU	0– 127	Pitch-shift 1 volume
[8]	2Cr5	-24– 12 (semitones)	Amount of pitch shift applied for pitch-shift 2 (in semitones)
[9]	2F in	- 100– 100 (cent)	Amount of pitch shift applied for pitch-shift 2 (in units of two cents)
[10]	2d 1Y	These are the settings for the pitch-shift 2 delay and feedback parameters.	

Step buttons	Parameter	Value	Explanation
[1]	SYnc	OFF, On	When this is ON, the effect synchronizes with the tempo of the rhythm. "8.2.1. Tempo Settings(P.28)"
[2]	t iME	1– 1300	Time from when the dry sound is heard until the pitch-shifted sound is heard
[3]	notE	"12.1.18. About note values(P.57)"	
[4]	Fb	-98–98 (%)	Adjusts the proportion of the pitch-shifted sound that is fed back into the effect. (Negative values invert the phase.)

[11]	2PAn	L 64–r 63	Panning for pitch-shift 2 sound
[12]	2LEU	0– 127	Pitch-shift 2 volume
[13]	E9Lo	- 15– 15 (dB)	Amount of low range boost/cut
[14]	E9H i	- 15– 15 (dB)	Amount of high range boost/cut
[15]	bAL	Volume balance between the effect sound and dry (original) sound	
		0	Effect sound : Dry sound = 0 : 100
		100	Effect sound : Dry sound = 100 : 0
[16]	LEU	0– 127	Output level

MEMO

You can also press a step button to select the parameter items.

About note values

Indication	Explanation	
64t	Sixty-fourth-note triplet	
1_64	Sixty-fourth note	
32t	Thirty-second-note triplet	
1_32	Thirty-second note	
16t	Sixteenth-note triplet	
1_32.	Dotted thirty-second note	
1_ 16	Sixteenth note	
1_8t	Eighth-note triplet	
1_ 16.	Dotted sixteenth note	
1_8	Eighth note	
1_4t	Quarter-note triplet	
1_8.	Dotted eighth note	
1_4	Quarter note	
1_2t	Half-note triplet	
1_4.	Dotted quarter note	
1_2	Half note	
1t	Whole-note triplet	
1_2.	Dotted half note	
1	Whole note	
2t	Double-note triplet	
1.	Dotted whole note	
2	Double note	

REVERB

Step buttons	Parameter	Value	Explanation
[1]	SEnd	0–127	Adjusts the amount of reverb. If you don't want to add the reverb effect, set it to 0.
[2]	tYPE	roM.1	Selects the types of reverb.
		roM.2	
		hAL.1	
		hAL.2	
		PLAt	
[3]	P.dLY	0–100	Sets the delay time from when the direct sound is heard until the reverb sound is heard.
[4]	t iME	1–100	Adjusts the decay length of the reverb sound.
[5]	LEUL	0–127	Adjusts the output level of the sound with reverb applied.

Sound List

This is a list of the patches stored in this unit by factory default.

Group/bank/patch number	Tone name
A.11	JX 5th Synth
A.12	Sqr Lead
A.13	Velo Reso Bass
A.14	Gamelon Cans
A.15	Tremolo Synth
A.16	JX Brass Pad
A.17	Marimba Echo
A.18	Bit Crash Bass
A.21	Mammoth Strings
A.22	We All Love It!
A.23	Warm in Here 2
A.24	Click Reverse
A.25	Poly JX
A.26	Velocity 5ths
A.27	Echo Chord Pad
A.28	Mass-5
A.31	Square Dimes
A.32	SaiYuSenJiKou
A.33	5th Synth 1
A.34	Scorched Pad
A.35	Dynamic Lush Pad
A.36	Slow Atk Strings
A.37	Hollow Daddy
A.38	Hinode
A.41	Bowed Synth
A.42	Choir Pad
A.43	Ancient One
A.44	Soft Pad 1
A.45	Res-Plasto
A.46	Dyna Reso
A.47	Descender Pad
A.48	5th Synth 2
A.51	Reso Sweep 1
A.52	Reso Sweep 2
A.53	Reso Sweep 3
A.54	Severed Strings
A.55	Gross dude...
A.56	Soft Pad 2
A.57	Porto Strings
A.58	Dulci-Synth
A.61	Bend Pad
A.62	Square Bell
A.63	Bell Chorus
A.64	Two Chimes
A.65	So Dramatic
A.66	Random-Pulse
A.67	Quiver
A.68	BC Pluck
A.71	Rnd Filter Synth
A.72	90's RAVE
A.73	JX Poly Brass
A.74	JX Powerbrass
A.75	Polyheimer
A.76	Bend Brass
A.77	Velo Brass

Group/bank/patch number	Tone name
A.78	Beef Brass
A.81	Classic Poly JX
A.82	Velo Brassman
A.83	Sizzle Brass
A.84	Reso Quack Brass
A.85	Soft Brass Fader
A.86	Galaxy Funk
A.87	Amazement Ld
A.88	Hollow Creep Ld
b.11	Square Bottom
b.12	Miss Maiden Lead
b.13	JX Leader
b.14	8bit Lead
b.15	Square Mod Bass
b.16	V Drone Wobble
b.17	Bit Basher
b.18	Dark Chorus Bass
b.21	Velo Filter Bass
b.22	Low Blow
b.23	Delay Bass
b.24	JX Synth Bass
b.25	Dark Square Bass
b.26	DoubleFilter Bs
b.27	5th Stac Bass
b.28	Dub Bass
b.31	Pipe Buzz Bass
b.32	Body Bass
b.33	On Backwards
b.34	Break Dancing
b.35	Storyteller
b.36	Microchips
b.37	Light Pluck
b.38	Velo Pluck
b.41	Sqr Pluck 1
b.42	Sqr Pluck 2
b.43	Toy Darts
b.44	Vel Seq Tone
b.45	Puny Pluck
b.46	Fat Fifth 2
b.47	Crop Chop Short
b.48	XMod Compu
b.51	Tech Chord
b.52	Dub Kick 1
b.53	Synth Tom
b.54	Noise Tom
b.55	Telephone
b.56	Noise Sweep
b.57	C5 FX Sweep
b.58	Forget About It
b.61	Provement
b.62	Space Station
b.63	Transending
b.64	Dub Chord2
b.65	Transe Pluck
b.66	Warm in Here
b.67	Chrystal Mirrors
b.68	PIANO 1
b.71	PIANO 2
b.72	PIANO 3
b.73	LOW STRINGS
b.74	VOICES
b.75	ORGAN I

Group/bank/patch number	Tone name
b.76	ORGAN II
b.77	SYNTH BASS
b.78	SOUNDTRACK
b.81	FAT FIFTH
b.82	T O M S
b.83	CLAV
b.84	SQUARELEAD
b.85	POLY BRASS
b.86	SOFT BRASS
b.87	STAB BRASS
b.88	AGOGO BELL
C.11	PIANO 4
C.12	PIANO 5
C.13	STRINGBRASS
C.14	STRINGS 1
C.15	STRINGS 2
C.16	CHOIR
C.17	MAY.S WIND
C.18	MARIMBA
C.21	HARPSICHORD
C.22	XMAS BELL
C.23	VIBES
C.24	UPRIGHT BASS
C.25	LOG DRUM
C.26	MALLET
C.27	POLY SYNTH

MIDI Implementation Chart (Part)

Model: JX-08

Date: Oct. 13, 2021

Version: 1.00

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	1–16	1–16	
	Changed	1–16	1–16	
Mode	Default	Mode 3	Mode 3	
	Messages	×	×	
	Altered	-	×	
Note Number		0–127	0–127	
	True Voice	-	0–127	
Velocity	Note On	○	○	
	Note Off	×	×	
Aftertouch	Key's	×	○	
	Channel's	×	×	
Pitch Bend		×	○	
Control Change	1	×	○	Modulation Wheel
	3	○	○	VCF CUTOFF
	5	×	○	PORTAMENTO TIME
	7	×	○	PATTERN PART LEVEL
	9	○	○	VCF RESONANCE
	11	×	○	Expression
	16	○	○	DCO-1 LEVEL
	17	○	○	DCO-2 LEVEL
	18	○	○	MIXER ENV
	19	○	○	MIXER ENVELOPE MODE
	20	○	○	DCO-1 RANGE
	21	○	○	DCO-1 ENEV MOD
	25	○	○	DCO-2 LFO
	26	○	○	DCO-1 LFO
	27	○	○	LFO DELAY TIME
	28	○	○	VCF LFO DEPTH
	29	○	○	LFO RATE
	35	○	○	LFO WAVEFORM
	41	×	○	BEND PITCH
	46	○	○	DCO-1 WAVEFORM
	47	○	○	DCO-1 RANGE
	56	○	○	DCO-2 FINE TUNE
	59	○	○	DCO CROSS MOD
	60	○	○	DCO ENVELOPE MODE
	61	○	○	DCO-2 WAVEFORM
	62	○	○	DCO-2 RANGE
	63	○	○	DCO-2 ENV
	64	×	○	Hold Pedal
	79	○	○	FILTER HPF
	80	○	○	ENV1 DECAY
	81	○	○	VCF ENV
	82	○	○	VCF KEY FOLLOW
	83	○	○	ENVELOPE1 ATTACK
	84	○	○	VCF ENVELOPE MODE
	85	○	○	ENVELOPE1 SUSTAIN
	86	○	○	ENVELOPE1 RELEASE
	87	○	○	DCO-2 COARSE 1OCT
	89	○	○	ENVELOPE2 ATTACK

Function		Transmitted	Recognized	Remarks
	90	○	○	ENVELOPE2 DECAY
	91	×	○	Reverb Send Level
	102	○	○	ENVELOPE2 SUSTAIN
	103	○	○	ENVELOPE2 RELEASE
	104	○	○	ENVELOPE1 KEY FOLLOW
	105	○	○	ENVELOPE2 KEY FOLLOW
	109	○	○	AMP ENVELOPE MODE
	110	○	○	AMP LEVEL
	117	○	○	PORTAMENTO TIME
	118	○	○	PORTAMENTO SW
	119	○	○	SOLO/POLY/UNISON
Program Change	LSB	0	0	
	MSB	0–1	0–1	
	PC	0–127	0–127	
System Exclusive		×	×	
System Common	Song Position	×	×	
	Song Select	×	×	
	Tune Request	×	×	
System Realtime	Clock	○	○	
	Commands	○	○	
Aux Messages	All Sound Off	×	○	
	Reset All Controllers	×	○	
	Local On/Off	×	×	
	All Notes Off	×	○	
	Omni Off	×	○	Works the same as “all notes off.”
	Omni On	×	○	Works the same as “all notes off.”
	Mono Mode On	○	○	Works the same as “all notes off.”
	Poly Mode On	×	×	
	Active Sensing	○	○	
	System Reset	×	×	
Notes				

Mode 1: OMNI ON, POLY

Mode 2: OMNI ON, MONO

Mode 3: OMNI OFF, POLY

Mode 4: OMNI OFF, MONO

○: Yes

×: No

MIDI Implementation Chart (System)

Model: JX-08

Date: Oct. 13, 2021

Version: 1.00

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	1–16, OFF	1–16, OFF	
	Changed	1–16, OFF	1–16, OFF	
Mode	Default	Mode 3	Mode 3	
	Messages	×	×	
	Altered	-	×	
Note Number		0–127	0–127	Transmits/receives between the selected part and the system.
	True Voice	-	-	
Velocity	Note On	○	○	Transmits/receives between the selected part and the system.
	Note Off	×	×	
Aftertouch	Key's	×	○	Transmits/receives between the selected part and the system.
	Channel's	×	×	
Pitch Bend		×	○	
Control Change		×	×	
Program Change		0–127	0–127	Selects the step sequencer pattern.
System Exclusive		×	×	
System Common	Song Position	×	×	
	Song Select	×	×	
	Tune Request	×	×	
System Real Time	Clock	○	○	
	Start	○	○	
	Continue	×	○	Works the same as "start."
	Stop	○	○	
Aux Messages	All Sound Off	×	×	
	Reset All Controllers	×	×	
	Local On/Off	×	×	
	All Notes Off	×	×	
	Omni Off	×	×	
	Omni On	×	×	
	Mono Mode On	×	×	
	Poly Mode On	×	×	
	Active Sensing	○	○	
	System Reset	×	×	
Notes				

Mode 1: OMNI ON, POLY

Mode 2: OMNI ON, MONO

Mode 3: OMNI OFF, POLY

Mode 4: OMNI OFF, MONO

○: Yes

×: No

Main Specifications

User Memories	Sound Patch	256
	Pattern	128
Effects	Chorus: 3 types Delay: 4 types Overdrive FUZZ Drive Bit crusher LOFI Comp Phaser: 2 types Filter Pitch Shifter: 2 types	
Step Sequencer	64 steps 8 notes (Polyphonic)	
Display	7 segments, 4 characters (LED)	
Connectors	EXT CLOCK IN jack	Mono miniature phone type
	PHONES jack	Stereo miniature phone type
	OUTPUT jack	Stereo miniature phone type
	MIX IN jack	Stereo miniature phone type
	MIDI (IN, OUT) connectors	
	USB port	USB Type-C® (Audio, MIDI)
Power Supply	Ni-MH battery (AA, HR6) x 4 or Alkaline battery (AA, LR6) x 4 USB bus power	
Current Draw	500 mA (USB bus power)	
Expected battery life under continuous use	Ni-MH battery: Approx. 6 hours (When using batteries having a capacity of 1,900 mAh.) ● This can vary depending on the specifications of the batteries, capacity of the batteries, and the conditions of use.	
Dimensions	300 (W) x 128 (D) x 47 (H) mm 11-13/16 (W) x 5-1/16 (D) x 1-7/8 (H) inches	
Weight (including batteries)	895 g 2 lbs	
Accessories	Quick Start Leaflet “USING THE UNIT SAFELY” Alkaline battery (AA, LR6) x 4	
Options (sold separately)	Keyboard unit: K-25m Boutique Dock: DK-01	

JX-08

Owner's Manual

1.00

Roland Corporation